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ABSTRACT

Presented is the individual Behavior Assessment Guide (BAG) for trainable mentally handicapped children. It is explained that the BAG, developed by teachers and staff members, is designed to serve as the basis for individualized programs. Following is a list of curriculum areas with examples of sub skills in parentheses: communication (pre-articulation and visual perception skills), self-help (toileting and shaving), art (color recognition and clay modeling), woodwork (tack hammer and tape measure use), safety (protective vocabulary and bus safety), math concepts (vocabulary and money skills), physical education and recreation (rolling and catching), and social competency (cooperation and self control in a crowd). (CL)

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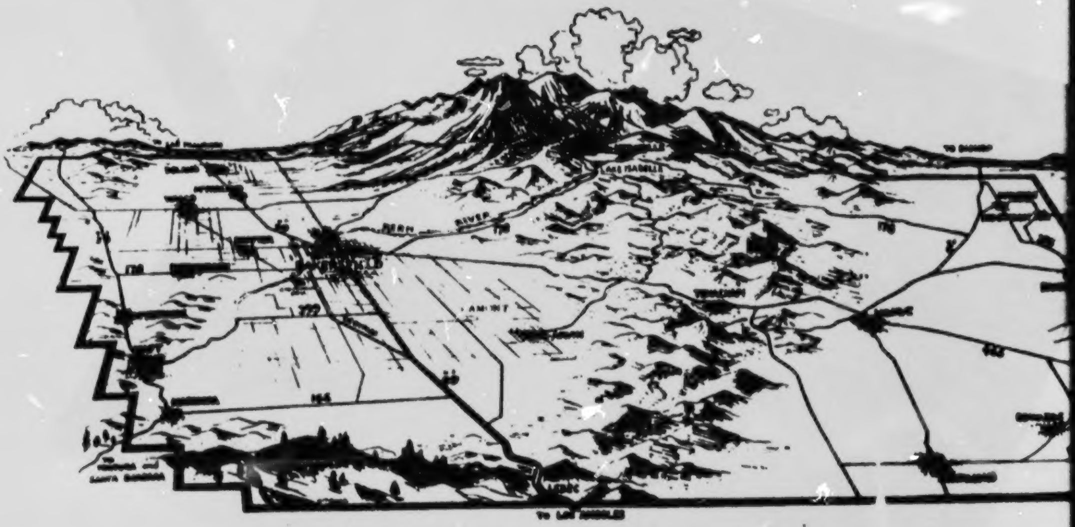

KERN COUNTY

OFFICE OF HARRY E. BLAIR
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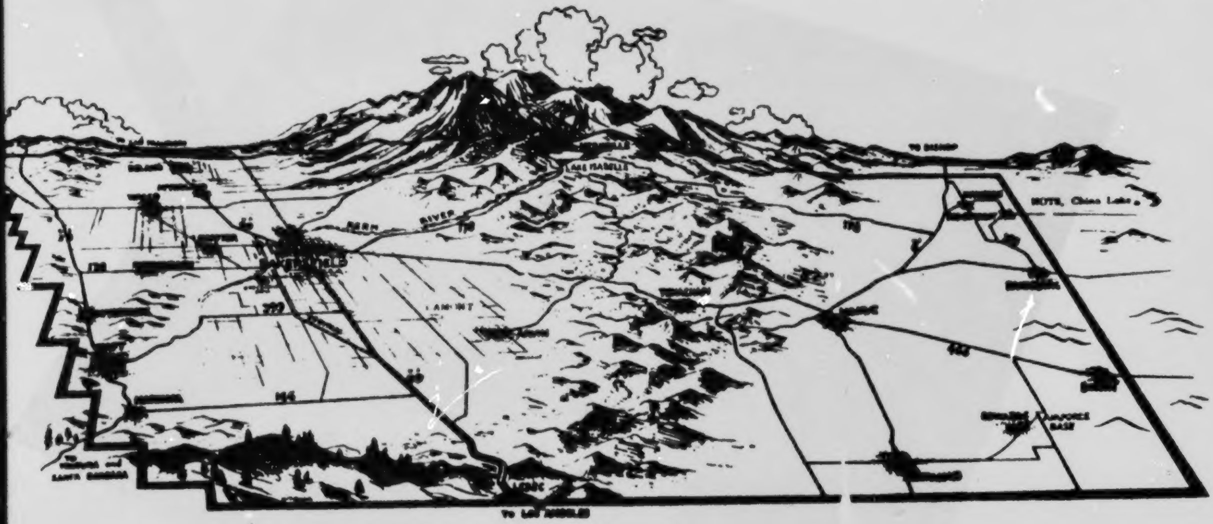
INDIVIDUAL
Behavioral
Assessment
Guide
(BAG)



KERN COUNTY

AIR
TENDENT OF SCHOOLS

February, 1974

OFFICE OF DR. HARRY E. BLAIR
KERN COUNTY SUPERINTENDENT OF SCHOOLS
Kern County Civic Center
1415 Truxtun Avenue
Bakersfield, California 93301

TRAINABLE MENTALLY RETARDED INDIVIDUAL BEHAVIORAL ASSESSMENT GUIDE

BAG

1974

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CONTENTS

Philosophy.......... ii

Introduction.......... iii

Suggested Areas of Curriculum.......... v

How to Use BAG.......... vi

- Communication.......... 1
- Self-Help.......... 26
- Art.......... 41
- Woodwork.......... 49
- Safety.......... 57
- Math Concepts.......... 73
- Physical Education and Recreation.......... 90
- Social Competency.......... 100

PHILOSOPHY

Every child regardless of his limitations is entitled to an education that will fulfill his present needs and should be designed so as to develop his innate skills. This concept should be based on developing experiences which will insure success and create an acceptable self-image. The self-image should provide a feeling of worth and prepare him for the future. Wherever it lies, this future may be within the framework of society or in a more sheltered situation.

Within the limits of the child's capacity these experiences should be directed toward the objectives of human relationships, self-realization, economic efficiency, and civic responsibility.

Well defined rules of behavior are necessary for the retarded child. Structuring of rules for behavior, task completion, health habits, and behaviors which are socially and vocationally acceptable can be conducive to the formation of self-control and self-achievement within the child. This infers that the degrees of firmness and consistency on the part of adults and teachers should be tempered with patience, sympathy, and understanding so that they will be able to aid the child and adapt his needs.

The achievements of the mentally retarded student should be constantly reinforced. Therefore, we accent his positive rather than his negative attributes.

INTRODUCTION

BAG

It is of vital importance that the activities and concepts presented in this assessment guide be utilized in the proper manner. The development of a child is much like the development of any other complex system. Each individual skill is important, but the whole is much greater than the sum of the parts. It is hoped that by giving the program this balance, maximum learning will be the outcome.

Children may not realize their full potential for many reasons. Testing may indicate visual or auditory perceptual problems, motor deficiences, or emotional difficulties.

Education is generally thought of as reading, writing, arithmetic, and other academic activities. In order to function, a child must develop basic time concepts, space concepts, movement concepts, eye-hand coordination or visual motor coordination as fundamental tools. It is to be remembered that it is not the tools that should receive the teacher's priority, but the concepts behind the activities that help the child.

Using the guide to assess each child's abilities will be helpful in developing each person to his fullest potential. The material in the assessment guide was developed in a series of workshop meetings during the 1972-73 school year by the teachers and staff members.

The education of the TMR child is restricting because it suggests that these children can be taught only those skills which are routine and that any amount of thinking or the making of value judgments are beyond their capacity. Students who can communicate should be made aware of the need to understand and master speaking and listening skills. Speaking skills encourage self-expression and listening skills helps one to communicate with and understand others.

The best single criterion for estimating a child's academic status is his mental age and not his I.Q. In the majority of cases, the minimum mental age of six years must be attained before a child can begin to read meaningfully. Below this mental age, extensive and extended readiness materials should be used. Accepting this as a precautionary measure rather than a hard and fast rule will alleviate the frustration experienced by the child, the teacher, and the parent. This child will react to many situation in terms of his mental age. At the same time, his social maturity, in some areas, will approach his chronological age. There should be no hard and fast rules in the social or emotional development of any child.

Each child is an individual and should have every opportunity for growth in the areas in which he may enjoy success.

This assessment guide with its broad goals and selected objectives should offer a program which should maintain a child to his full potential.

This guide should be considered a dynamic document, subject to modification by those who use it. Periodic staff meetings will be held in order to continually reorganize the several areas.

SUGGESTED AREAS OF CURRICULUM

Communication

Self-Help

Art

Woodwork

Safety

Math Concepts

Physical Education and Recreation

Social Competency

HOW TO USE BAG

The BAG will help you establish individualized high priority needs for the group that you teach.

In most cases, by observation, you will be able to assess the child's behavior and determine if he can accomplish the task. If you cannot assess by observation, set up a series of assessment tasks so that you can see the child's performance. Only after the assessment can realistic learning and teaching objectives be developed.

If a child is able to perform the task, the letter "C" is put in the square and then dated at the top. If a child is unable to perform the task, after a period of instruction, the letter "R" is put in the square and dated at the top.

At this time, the teacher must make a value judgment as to what must be done in the instructional area. Intermittent attempts may be made to accomplish these mini-objectives.

Color coding the responses might be helpful. It is suggested that all "C's" be black and all "R's" be red. Under "Teacher's Remarks" pencil should be used so that future changes can be made. Any time a remark is entered, sign teacher's full name--not initials. Date all remarks.

Communication.. 1

Pre-Articulation Skills.. 1

Articulation Skills.. 3

Non-Verbal.. 6

Verbal.. 8

Mechanics of Reading.. 10

Gross Motor Skills.. 11

Visual Perception.. 12

Auditory Perception.. 13

Reading.. 13

Dolch Basic Word List, Pre-Primer.. 20
Dolch Basic Word List, Primer.. 21
Dolch Basic Word List, First Grade.. 22
Dolch Basic Word List, Second Grade.. 23
Dolch Basic Word List, Third Grade.. 25

Self-Help.. 26

Toilet.. 26

Washing Hands.. 26

Feeding and Eating.. 27

Use of Napkin, Spoon, and Chair.. 28

Use of Knife 29

Drinking 30

Use of Kleenex 31

Brushing Teeth 31

Bathing, tub 32

Bathing, shower 33

Washing Hair 34

Combing and Brushing 35

Washing Face, Throat, Neck, Ears 35

Nails, Fingers, and Toes 36

Shaving 36

Menstruation 37

Dressing and Undressing, below waist 38

Dressing and Undressing, above waist 39

Dressing and Undressing, shoes and socks 40

Art 41

Color Recognition 41

Drawing 41

Folding 42

Brush Painting.. 43
Cutting.. 44
Pasting and Gluing.. 44
Clay Modeling, free form.. 45
Clay Modeling, wheel.. 45
Papier Mache.. 46
Braiding and Weaving.. 46
Carving.. 47
Art for Entertainment.. 47
Woodwork.. 49
Ball-Peen Hammer.. 49
Tack Hammer.. 49
Pliers.. 50
Screwdriver.. 51
File.. 51
Planes.. 51
Chisel.. 52
Level.. 52
Tape Measure.. 53

Hand Drills.. 54

Crosscut and Rip Saws.. 54

Coping Saw... 55

Miter Saw.. 55

Safety.. 57

Protective Vocabulary.. 57

Food Hygiene and Safety.. 57

Home Safety, answering the door.. 58

Home Safety, bathroom.. 58

Understands Danger, electric... 59

Understands Danger, living room.. 59

Understands Danger, bedroom.. 59

Understands Danger, kitchen.. 60

Understands Danger, stairs... 61

Classroom Safety... 62

Bus Safety... 63

Pedestrian Safety.. 64

Playground Safety.. 65

Community Safety... 66

Signs, Safety... 66

Fire, home.. 68

Fire, school.. 69

First Aid, cuts.. 70

First Aid, burns, nosebleed.. 71

Earthquake.. 71

Math Concepts... 73

Vocabulary.. 73

Measurements, linear.. 73

Numerals.. 75

Money... 81

Calendar.. 85

Clock... 86

Measurement, liquid or dry.. 88

Physical Education and Recreation... 90

Rolling... 90

Sitting... 90

Standing.. 91

Walking... 92

Running... 92

Gallop.......... 92

Jumping.......... 93

Skipping.......... 93

Climbing.......... 93

Sliding.......... 94

Pushing.......... 94

Pulling.......... 95

Carrying.......... 95

Kicking.......... 96

Throwing.......... 96

Hitting, volleyball.......... 97

Hitting, baseball bat.......... 98

Catching.......... 98

Social Competency.......... 100

In The School.......... 100

Taking Turns.......... 100

Cooperation.......... 101

Good Grooming, eating habits, manners.......... 101

Awareness of Authority Figures.......... 102

Values.......... 103

Responsibility.. 103
Verbalization... 104
Raises hand to ask questions............................ 104
Holds door for others................................... 104
Accepts changes in routine.............................. 104
In The Home... 104
Practice daily activities............................... 104
Accepts help from another child or adult................ 105
Functions as a family member............................ 105
Responsibility.. 105
Parental requests obeyed graciously..................... 105
When parent is busy, child not interrupt them........... 105
Good table manners...................................... 105
Accepts changes in routine.............................. 105
In The Community.. 105
Community Structure (use pictures)...................... 106
Responsibility.. 106
Knock before entering a house........................... 106
Wait your turn in line.................................. 106
Self-control in a crowd................................. 107

Picks up rubbish and deposits same in proper containers........................... 107

Holds door for others.. 107

MEASURABLE PERFORMANCES

Pre-Articulation Skills

Date																	
1.0 Breathes rhymically from diaphragm																	
2.0 Produces sound																	
3.0 Sucks liquid through straw																	
4.0 Is able to blow																	
4.1 Blows paper strip																	
4.2 Blows bubbles through straw																	
5.0 Manipulates lips in imitation																	
5.1 Open position																	
5.2 Smile position																	
5.3 Pressed together																	
5.4 Rounded as in Oh																	
5.5 Pursed as in OO																	
5.6 Places lower lip on upper teeth																	
6.0 Manipulates teeth																	
6.1 Open																	
6.2 Closed as if biting																	
7.0 Manipulates tongue imitation																	
7.1 Protruding past lips in relaxed posture																	
7.2 Pointing downward																	
7.3 Pointing upward																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

COMMUNICATION

Date																	Teacher's Remarks
phragm																	
traw																	
n																	
er teeth																	
n																	
n relaxed posture																	

Perform

MEASURABLE PERFORMANCES

Pre-Articulation Skills (Continued)	Date															
7.4 Pointing to right side																
7.5 Point to left side																
7.6 Moving in each direction with controlled movements																
7.7 Held stationary on lips																
7.8 Touching lips in staccato movement																
7.9 Placed between teeth																
7.10 Placed behind upper teeth																
7.11 Placed in center of roof of mouth																
7.12 Elevates back of tongue to touch roof of mouth																
8.0 Imitates articulatory movements without vocalization																
9.0 Imitates rhythm patterns																
9.1 Stamps feet to 2-3 beat patterns																
9.2 Beats hands on table to 2-4 beat patterns																
9.3 Imitates short vowel sound patterns																
9.4 Imitates lip movement																
9.5 Imitates movement of tongue between lips with vowel sounds																
9.6 Imitates tongue between teeth with vowel sounds																
9.7 Imitates tongue behind upper teeth with vowel sounds																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Articulation Skills Date																
1.0 Says all short vowels																
2.0 Says M in isolation																
2.1 Says M in initial position with short vowels in nonsense syllables																
2.2 Says M in initial position with long vowels in nonsense syllables																
2.3 Says B, P in isolation																
2.4 Says B, P in initial position in consonant-vowel nonsense syllables																
2.5 Says M, B, P in initial position in one-syllable words																
2.6 Says M, B, P in final position in vowel-consonant nonsense syllables																
2.7 Says M, B, P in final position in one-syllable words																
2.8 Says M, B, P in medial position in vowel (consonant vowel nonsense syllables)																
2.9 Says M, B, P in medial position in two-syllable words																
3.0 Produces H, W, Wh in isolation																
3.1 Says H, W, Wh in initial position in consonant-vowel nonsense syllables																
3.2 Says H, W, Wh in initial position in one-syllable words																
3.3 Says W in medial position in vowel-consonant (vowel nonsense syllables)																
3.4 Says W in medial position in two syllable words																
4.0 Produces T, D, N in initial position in consonant-vowel nonsense syllables																
4.1 Says T, D, N in initial position in consonant-vowel nonsense syllables																
4.2 Says T, D, N in initial position in one-syllable words																
4.3 Says T, D, N in final position in vowel-consonant nonsense syllables																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Articulation Skills (Continued)	Date
4.4 Says T, D, N in final position in one-syllable words	
4.5 Says T, D, N in medial position in vowel-(consonant vowel nonsense syllables)	
4.6 Says T, D, N in medial position in two-syllable words	
5.0 Produces K, G in isolation	
5.1 Says K, G in initial position in consonant-vowel nonsense syllables	
5.2 Says K,G in initial position in one-syllable words	
5.3 Says K, G in final position in vowel-consonant nonsense syllables	
5.4 Says K. G in final position in one-syllable word	
5.5 Says K, G in medial position in vowel-consonant vowel nonsense syllables	
5.6 Says K, G in medial position in two-syllable words	
6.0 Produces F, V in isolation	
6.1 Says F, V in initial position in consonant-vowel nonsense syllables	
6.2 Says F, V in initial position in one-syllable words	
6.3 Says F, V in final position in vowel-consonant nonsense syllables	
6.4 Says F, V in final position in one-syllable words	
6.5 Says F, V in medial position in vowel-consonant-vowel nonsense syllables	
6.6 Says F, V in medial position in two-syllable words	
7.0 Produces S, Z in isolation	
7.1 Says S, Z in initial position in consonant-vowel nonsense syllables	
7.2 Says S, Z in initial position in one-syllable words	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Articulation Skills (Continued) — Date

7.3 Says S, Z in final position in vowel-consonant nonsense syllables
7.4 Says S, Z in final position in one-syllable words
7.5 Says S, Z in medial position in vowel-consonant-vowel nonsense syllables
7.6 Says S, Z in medial position in two-syllable words
8.0 Produces Sh, Zh, Ch, J in isolation
8.1 Says Sh, Zh, Ch, J in initial position in nonsense syllables (e.g. Sha)
8.2 Says Sh, Zh, Ch, J in initial position in words
8.3 Says Sh, Zh, Ch, J in final position in nonsense syllables (e.g. ash)
8.4 Says Sh, Zh, Ch, J in final position in one-syllable words
8.5 Says Sh, Zh, Ch, J in medial position in nonsense syllables (e.g. asha)
8.6 Says Sh, Zh, Ch, J in medial position in two-syllable words
9.0 Produces voiceless and voiced Th in isolation
9.1 Says Th in initial position
9.2 Says Th in initial position in one-syllable words
9.3 Says Th in final position in nonsense syllables
9.4 Says Th in final position in one-syllable words
9.5 Says Th in medial position in nonsense syllables
9.6 Says Th in medial position in two-syllable words
10.0 Produces R, L, Y in isolation
10.1 Says R, L, Y in initial position in nonsense syllables

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Articulation Skills (Continued)

Date																	
10.2 Says R, L, Y in final position in nonsense syllables																	
10.3 Says R, L, Y in final position in one-syllable words																	
10.4 Says R, L, Y in medial position in nonsense syllables																	
10.5 Says R, L, Y in medial position in two-syllable words																	
11.0 Says all consonant and vowel sounds within two-syllable words																	
12.0 Says all consonant and vowel sounds within three-syllable words																	
13.0 Says all consonant and vowel sounds with four-syllable words																	
14.0 Places accent correctly in three-syllable words																	
15.0 Says all consonant and vowel sounds in phrases																	
16.0 Says all consonant and vowel sounds in sentences																	
17.0 Says all consonants and vowels in spontaneous speech																	
Non-Verbal																	
1.0 Turns upon hearing speaker																	
2.0 Looks in direction of speaker																	
3.0 Looks directly at speaker																	
4.0 Looks at speaker's face																	
5.0 Looks at speaker's mouth																	
6.0 Responds kinesthetically when spoken to:																	
6.1 Facial expression change																	
6.2 Obeys command (stop, etc.)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Non-Verbal (continued)

6.3 Turns at sound of first name

7.0 Identifies by gesturing

7.1 Points to ten body parts on verbal request

7.2 Points to five family members on request

7.3 Points to five household items on request

7.4 Points to five items of clothing on request

7.5 Points to five pictures of foods on request

7.6 Responds to command given to group

7.7 Responds to command given individually

7.8 Responds appropriately to use of I, me, my, mine

7.9 Responds appropriately to use of he, she, it

7.10 Responds appropriately to him, her, you, them and they

7.11 Responds appropriately to his, hers, yours, theirs, ours

7.12 Answers yes/no questions non-verbally

7.13 Answers questions non-verbally concerning bodily state

7.14 Points to or places objects on, in, out, on top, bottom, over, under, by, beside, behind, in front, in back, around, through, before, after

7.15 Points to person associated with school/home

7.16 Points to person associated with community (as policeman)

7.17 Points to objects according to function

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Non-Verbal (continued) — Date																	
7.18 Answers questions involving concepts																	
7.19 Answers questions pertaining to spoken material																	
Verbal																	
1.0 Vocalizes to satisfy physical need																	
2.0 Vocalizes feeling of pleasure or pain																	
3.0 Makes non-specific sounds to self or in mirror																	
4.0 Babbles non-specifically with consonant-vowel combination																	
5.0 Gestures with vocalization																	
6.0 Gestures to others by looking and pointing or by pulling person to show him something																	
7.0 Uses one word to name many unrelated objects																	
8.0 Uses one word for many related objects																	
9.0 Refers to self by first name																	
10.0 Names one one-syllable familiar object																	
11.0 Names five objects																	
12.0 Names ten objects																	
13.0 Names twenty objects: body parts, clothing, household, foods, colors																	
14.0 Uses noun plus identifier (it car)																	
15.0 Uses noun plus location (bus here)																	
16.0 Uses verb in isolation (go)																	
17.0 Uses noun plus verb (car go)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Verbal (continued)		Date															
18.0	Uses verb plus noun (see ball)																
19.0	Uses verb plus preposition (fall down)																
20.0	Uses two-word phrase with preposition (ball go up)																
21.0	Uses two words with locator (car go here)																
22.0	Uses two words with negative (Mama not there)																
23.0	Uses two-words with conjunction (up and down)																
24.0	Uses two-word stereotyped phrases (don't touch)																
25.0	Uses pronouns I, me, my, mine, appropriately																
26.0	Uses pronouns he, him, his, she, her, hers, it, its																
27.0	Uses we, our, ours, you, yours, they, them, their, theirs appropriately																
28.0	Forms three-word noun phrases using articles or possessives or quantifiers and/or adjectives (my brown dog)																
29.0	Forms four-word noun phrases																
30.0	Uses noun phrases with locator, demonstrator, or identifier (That big dog)																
31.0	Uses predicate phrases with noun phrase (My dog there)																
32.0	Adds verb to noun phrase (ride in a car)																
33.0	Uses three and four word stereotyped phrases																
34.0	Uses noun plurals (dogs)																
35.0	Uses verb plurals (jobs)																
36.0	Uses is to form sentence																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Verbal (continued)																	
37.0 Uses verb phrase with noun phrase (I see the bus)																	
38.0 Forms questions with is and have																	
39.0 Uses negatives and contractions																	
40.0 Uses conjunctions																	
41.0 Uses infinitive verb forms (I'm going to buy some candy)																	
42.0 Uses auxiliary verbs (am, is, are) with present participle																	
43.0 Participates in conversation																	
44.0 Initiates conversation																	
45.0 Describes action in pictures																	
46.0 Uses suffix ed for past tense																	
47.0 Forms past participle (We ate it.)																	
48.0 Uses have forms in past tense (He has run)																	
49.0 Uses will forms in future tense (She will come.)																	
50.0 Describes past and future in sequential order																	
51.0 Uses compound sentences (more than one clause)																	
52.0 Uses complex sentences (one main clause and one or more subordinate clauses)																	
Mechanics of Reading																	
1.0 Holds the book properly																	
2.0 Locates the front of the book																	
3.0 Locates the back of the book																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Mechanics of Reading (continued)																	
4.0 Locates the top of the page																	
5.0 Locates the bottom of the page																	
6.0 Locates the number on the page																	
7.0 Locates the place where to begin to read																	
Gross Motor Skills (ref: P.E.)																	
1.0 Imitates simple movements (walk, jump, hop, etc.)																	
2.0 Imitates simple rhythmic movements (clap, snap fingers, etc.)																	
3.0 Correlates movements (pitch and catch, walk and jump, etc.)																	
4.0 Imitates coordinated movements (skipping, hopping on one leg)																	
Fine Motor Skills																	
1.0 Has pincer grasp																	
2.0 Uses crayon																	
3.0 Uses paintbrush																	
4.0 Uses pencil																	
5.0 Uses chalk																	
6.0 Traces dotted line																	
7.0 Traces vertical lines																	
8.0 Traces horizontal lines																	
9.0 Folds paper																	
10.0 Creases paper as directed (left-right, top-bottom)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES	Date																
Fine Motor Skills (continued)																	
11.0 Uses scissors																	
12.0 Cuts random shapes																	
13.0 Cuts on designated line																	
14.0 Colors designated spaces																	
15.0 Tears paper strips																	
16.0 Tears paper shapes																	
17.0 Spreads paste within designated area																	
18.0 Fits unpasted surface on pasted surface																	
19.0 Follows simple oral directions (underlining, circling, tracing)																	
20.0 Buttons buttons																	
21.0 Snaps snaps																	
22.0 Zips zippers																	
23.0 Ties shoelaces																	
24.0 Dresses self completely																	
Visual Perception																	
1.0 Awareness of environment																	
2.0 Recognizes objects in environment (animals, people, clothing, weather)																	
3.0 Identifies objects in environment (animals, people, etc.)																	
4.0 Identifies objects in environment in pictures																	
5.0 Identifies shapes (circle, square, rectangle, etc.)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Visual Perception																	
6.0 Identifies shapes in pictures																	
7.0 Recalls presented objects																	
8.0 Recalls flashcards																	
9.0 Differentiates between big-little																	
10.0 Differentiates between near-far																	
11.0 Differentiates between front, back, between, top, bottom, right and left																	
12.0 Knows similarities																	
13.0 Knows differences																	
14.0 Categorizes related objects (body, kitchen, outdoors)																	
Auditory Perception (Association)																	
1.0 Identifies familiar objects (cat, car, etc.)																	
2.0 Identifies familiar objects by name																	
3.0 Categorizes objects																	
4.0 Identifies words with same beginning sounds																	
5.0 Identifies words with same ending sounds																	
6.0 Identifies words that sound alike																	
Reading																	
1.0 Listens to stories																	
2.0 Follow oral directions																	
3.0 Follow a series of two or three directions in proper sequence																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Reading (continued) Date																
4.0 Verbalizes experiences																
5.0 Expresses understanding of a meaningful oral vocabulary of basic words denoting objects and action (run-can run, jump-can jump, crayon-can show crayon)																
6.0 States the word which the picture portrays																
7.0 Gives a sentence about a picture																
8.0 Tells a story about a picture																
9.0 Tells what he likes or dislikes about a story																
10.0 Retells events of a story in sequence																
11.0 Arranges pictures telling a story in sequence																
12.0 Recognizes his name																
13.0 Recognizes names of others																
14.0 Matches similar pictures																
15.0 Matches similar colors																
16.0 Matches similar shapes																
17.0 Recognizes primary colors																
18.0 Recognizes secondary colors																
19.0 Recognizes shapes (circle-square, triangle, rectangle, star-heart)																
20.0 Recognizes a word represents an object (word "table" on table, etc.)																
21.0 Makes left to right eye movements																
22.0 Completes a given pattern in left to right progression																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Reading (continued)

	Date																
23.0	Names objects or counts objects from left to right																
24.0	Matches identical objects																
25.0	Matches identical shapes																
26.0	Identifies color and matches																
27.0	Matches identical pictures																
28.0	Identifies the one unlike object in a group of four																
29.0	Selects the missing part in a picture (leg missing on a dog)																
30.0	Matches word with object																
31.0	Matches color word with color																
32.0	Matches words that are alike																
33.0	Talks in sentences																
34.0	Matches capital letters																
35.0	Matches small letters																
36.0	Matches capital letter with corresponding small letter																
37.0	Identifies by name all upper case letters																
38.0	Identifies by name all lower case letters																
39.0	Articulates the consonant sounds																
40.0	Articulates the long vowel sounds																
41.0	Identifies the consonant sounds																
42.0	Matches consonant sound with the consonant letter: b c d (hard) f g h (hard) i j k l m n p r s t w																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Reading (continued)

	Date															
43.0 Identifies the long vowel sounds a e i o u																
44.0 Matches the long vowel sound with the vowel letter																
45.0 Identifies the beginning sound of a word																
46.0 Identifies the ending (final) sound of a word: K, M, P, N, T, D, B, X, Z, S																
47.0 Identifies and articulates in words ending in "s" "es"																
48.0 Identifies words which rhyme																
49.0 Identifies an oral story as to fact or fantasy																
50.0 Tells a predicted outcome of an unfinished story																
51.0 Dictates a story about a given experience or picture																
52.0 Names a title for a picture or story																
53.0 Locates words on an experience chart																
54.0 Matches sentences in an experience chart																
55.0 Identifies sight vocabulary words, as STOP, in magazines, bill boards, etc.																
56.0 Retells a story read to him																
57.0 Identifies and articulates vowel sounds a e i o u (short)																
58.0 Articulates words with the same short vowel sound (hot-cot, pan-man)																
59.0 Articulates words with the same long vowel sounds (goat-boat)																
60.0 Identifies and articulates blends: bl, pl, st, br, tr, gr, dr, fr, cr, pr, sl, sp, sw, cl, qu, sc, spl, spr, str, thr, sm, tw, scr																
61.0 Name words with the same initial blend as articulated (black-blue, green-gray)																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES.

	Reading (continued)	Date																
62.0	Identifies and articulates the consonant digraphs: wh, ch, th (voiced), th (unvoiced), ck, hn, gh, sh, wr																	
63.0	Identifies the vowel digraphs: ay, ea, oa, ee, ai, ui, ow, ie, ue																	
64.0	Identifies words with the same or nearly the same meaning (synonyms)																	
65.0	Identifies words which sound alike but have different meanings (homonyms)																	
66.0	Identifies words which are opposite in meaning (antonyms) (tall-short)																	
67.0	Identifies and articulates the diphthong sounds: oi, ay, ow, ou																	
68.0	Identifies and articulates the hard and soft sound in words containing "c" or "g"																	
69.0	Articulates new words from a phonetic approach																	
70.0	Identifies the feeling or mood expressed in a story or poem																	
71.0	Identifies the main idea in a paragraph																	
72.0	Divides words into syllables																	
73.0	Answers questions of who, what, where, or, when, about a story read silently																	
74.0	Identifies the suffix affixed to a word (ing, er, est, ly, y, less, full, en)																	
75.0	Identifies the missing letter or letters in a contraction																	
76.0	Identifies the root word in a familiar word which has a prefix or suffix																	
77.0	Identifies and articulates variant sounds: ck-as k, cks-as x, c-as k, g-as j, ch-as sh																	
78.0	Identifies the long vowel sound of "ȳ" as ī																	
79.0	Identifies the short vowel sound in "y̆" as ĭ																	
80.0	Identifies the prefixes: be, a, un, re, de, ex, con																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Reading (continued)		Date																
81.0	Pronounces words with ar, ur, or, er																	
82.0	Pronounces words with o͝o and o͞o in words																	
83.0	Identifies the plural form of singular words ending in y, fe, or f																	
84.0	Pronounces words which end in final e as (far-fare)																	
85.0	Uses words which end in "en" as wood-wooden																	
86.0	Makes new words by using phonograms (ag, ad, ail, ake, etc.)																	
87.0	Identifies compound words (in-to)																	
88.0	Identifies the singular and plural form of words (w, es, ies, ves)																	
89.0	Locates the title, table of contents, and author of a book																	
90.0	Locates a specified story through the table of contents																	
91.0	Locates specified pages in a book																	
92.0	Locates letters in the dictionary																	
93.0	Locates letters in an encyclopedia																	
94.0	Locates words in the picture dictionary																	
95.0	Locates words in the dictionary																	
96.0	Locates words in the encyclopedia																	
97.0	Lists words in an alphabetical order																	
98.0	Indicates the number of syllables in a word																	
99.0	Identifies the present or past time described in a sentence																	
100.0	Answers specific questions on the content of a selection read silently																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Reading (continued)

		Date																
101.0	Recalls details from a selection read																	
102.0	Attacks unfamiliar words from the context in the selection read																	
103.0	Locates specific information in a telephone book																	
104.0	Locates comics, advertisements, etc. in the newspaper																	
105.0	Identifies protection words: boys-girls, men-women, gentlemen-ladies, gents, out-in, exit-enter-entrance, push-pull, keep out, hot-cold, "C"-"H", on-off, stop-go, wait-walk, caution-danger, poison, rest rooms, up-down, don't walk, fire, police, explosives, open-closed, no smoking keep off, bus stop																	
106.0	Identifies the days of the week																	
107.0	Identifies the abbreviation for the days of the week																	
108.0	Identifies the months of the year																	
109.0	Identifies the abbreviation for the months of the year																	
110.0	Reads numbers from 1-100																	
111.0	Reads number words from one to twenty																	
112.0	Reads the color words: red, blue, yellow, green, orange, purple, pink, brown, black, gray, white, gold, silver																	
113.0	Reads selections using the Dolch Basic Pre-Primer Word List (see attached list of 40 words)																	
114.0	Reads material using the Dolch Basic Primer List (see attached list of 52 words)																	
115.0	Reads material using the Dolch Basic First Grade Word List (see attached list of 41 words)																	
116.0	Reads material using the Dolch Basic Second Grade List (see attached list of 42 words)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Reading (continued)

		Date																
117.0	Reads material using the Basic Third Grade List (list attached - 41 words).																	
118.0	Reads books for enjoyment																	
119.0	Reads books for information																	
120.0	Reads material with comprehension																	
121.0	Tells main idea of a story or article																	
122.0	Expresses his opinion in regard to the question "What do you think?"																	

Dolch Basic Word List (Pre-primer)

1.0	a																	
2.0	and																	
3.0	away																	
4.0	big																	
5.0	blue																	
6.0	can																	
7.0	come																	
8.0	down																	
9.0	find																	
10.0	far																	
11.0	funny																	
12.0	go																	
13.0	help																	
14.0	here																	
15.0	I																	
16.0	in																	
17.0	is																	
18.0	it																	
19.0	jump																	
20.0	little																	
21.0	look																	
22.0	make																	
23.0	me																	
24.0	my																	
25.0	not																	
26.0	one																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Dolch Basic Word List (Pre-primer) (continued)																
27.0 play																
28.0 red																
29.0 run																
30.0 said																
31.0 see																
32.0 the																
33.0 three																
34.0 to																
35.0 two																
36.0 up																
37.0 we																
38.0 where																
39.0 yellow																
40.0 you																
Dolch Basic Word List (Primer)																
1.0 all																
2.0 am																
3.0 are																
4.0 at																
5.0 ate																
6.0 be																
7.0 black																
8.0 brown																
9.0 but																
10.0 come																
11.0 did																
12.0 do																
13.0 eat																
14.0 four																
15.0 get																
16.0 good																
17.0 have																
18.0 he																
19.0 into																
20.0 like																
21.0 must																
22.0 new																
23.0 no																
24.0 now																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Dolch Basic Word List (Primer) (continued)

		Date																
25.0	on																	
26.0	our																	
27.0	out																	
28.0	please																	
29.0	pretty																	
30.0	ran																	
31.0	saw																	
32.0	say																	
33.0	she																	
34.0	so																	
35.0	soon																	
36.0	ride																	
37.0	that																	
38.0	there																	
39.0	they																	
40.0	this																	
41.0	too																	
42.0	under																	
43.0	want																	
44.0	was																	
45.0	well																	
46.0	went																	
47.0	what																	
48.0	white																	
49.0	who																	
50.0	will																	
51.0	with																	
52.0	yes																	

Dolch Basic Word List (First Grade)

1.0	after																	
2.0	again																	
3.0	an																	
4.0	any																	
5.0	as																	
6.0	ask																	
7.0	by																	
8.0	could																	
9.0	every																	
10.0	fly																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Dolch Basic Word List (First Grade) (continued)	Date														
11.0 from															
12.0 give															
13.0 going															
14.0 had															
15.0 has															
16.0 her															
17.0 his															
18.0 him															
19.0 how															
20.0 just															
21.0 know															
22.0 let															
23.0 live															
24.0 may															
25.0 of															
26.0 old															
27.0 once															
28.0 open															
29.0 over															
30.0 put															
31.0 round															
32.0 some															
33.0 stop															
34.0 take															
35.0 think															
36.0 them															
37.0 then															
38.0 thank															
39.0 walk															
40.0 were															
41.0 than															
Dolch Basic Word List (Second Grade)															
1.0 always															
2.0 around															
3.0 because															
4.0 been															
5.0 before															
6.0 best															

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Dolch Basic Word List (Second Grade) (continued)	Date																
7.0 both																	
8.0 buy																	
9.0 call																	
10.0 cold																	
11.0 does																	
12.0 don't																	
13.0 fast																	
14.0 first																	
15.0 five																	
16.0 found																	
17.0 gone																	
18.0 goes																	
19.0 green																	
20.0 its																	
21.0 made																	
22.0 many																	
23.0 off																	
24.0 or																	
25.0 pull																	
26.0 read																	
27.0 right																	
28.0 sing																	
29.0 sit																	
30.0 sleep																	
31.0 tell																	
32.0 their																	
33.0 these																	
34.0 those																	
35.0 upon																	
36.0 us																	
37.0 use																	
38.0 very																	
39.0 wash																	
40.0 which																	
41.0 why																	
42.0 work																	
43.0 would																	
44.0 write																	
45.0 your																	
46.0 wish																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Dolch Basic Word List (Third Grade)	Date																
1.0 about																	
2.0 better																	
3.0 bring																	
4.0 carry																	
5.0 clean																	
6.0 cut																	
7.0 done																	
8.0 draw																	
9.0 drink																	
10.0 eight																	
11.0 fall																	
12.0 far																	
13.0 full																	
14.0 got																	
15.0 grow																	
16.0 hold																	
17.0 hot																	
18.0 hurt																	
19.0 if																	
20.0 keep																	
21.0 kind																	
22.0 laugh																	
23.0 light																	
24.0 long																	
25.0 much																	
26.0 myself																	
27.0 never																	
28.0 only																	
29.0 own																	
30.0 pick																	
31.0 seven																	
32.0 shall																	
33.0 show																	
34.0 six																	
35.0 shall																	
36.0 start																	
37.0 ten																	
38.0 today																	
39.0 together																	
40.0 try																	
41.0 warm																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Toilet																	
1.0 Knows rest rooms--bathroom is place to toilet																	
2.0 Shows discomfort when wet or soiled																	
3.0 Gives indication when needs to go to toilet																	
4.0 Sits on toilet if supervised for short time																	
5.0 Sits on toilet unsupervised for short time																	
6.0 Urinates when placed on toilet at proper time																	
7.0 Goes by self for bowel movement																	
8.0 Goes to toilet by self for urination																	
9.0 Stands at urinal to void (boys)																	
10.0 Seldom has bowel movements																	
11.0 Stays dry at night																	
12.0 Seldom wets self during day																	
13.0 Handles clothing at commode																	
14.0 Wipes self after bowel movements																	
15.0 Flushes commode after use																	
16.0 Seldom needs to be reminded to use toilet																	
17.0 Takes care of own toilet needs without assistance																	
Washing Hands																	
1.0 Turns on faucets																	
2.0 Mixes hot and cold water to warm temperature																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

SELF-HELP

Date																	Teacher's Remarks
place to toilet																	
oiled																	
go to toilet																	
or short time																	
r short time																	
at proper time																	
t																	
nation																	
)																	
nts																	
o use toilet																	
s without assistance																	
rm temperature																	

rform

MEASURABLE PERFORMANCES

Date																	
Washing Hands (continued)																	
3.0 Wets top and bottom of hands (palm)																	
4.0 Soaps and rubs hands and knuckles																	
5.0 Rinses hands thoroughly and shakes																	
6.0 Leaves soap in soap dish																	
7.0 Cleans wash basin																	
8.0 Dries hands thoroughly																	
9.0 Disposes of paper towel																	
10.0 Hangs towel neatly																	
11.0 Uses hand cream from jar																	
12.0 Uses hand cream from dispenser																	
Feeding and Eating--Finger Foods (biting, chewing, swallowing)																	
1.0 Takes large cookie or cracker in hand																	
2.0 Holds in fingers and bites down (imitates teacher)																	
3.0 Moves jaws up and down (teacher works lower jaws if child does not chew)																	
4.0 Swallows (teacher puts finger from chin to throat and swallows)																	
5.0 Takes cookie, bites small portion, chews, swallows																	
6.0 Takes bite, mouth closed, chews, swallows																	
7.0 Eats finger foods as carrots, celery, apple slices, orange slices, etc.																	
8.0 Bites (peach, apple, etc.)																	
9.0 Peels banana, discards peel in waste can, bites, chews, swallows (later orange)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Feeding and Eating--Finger Foods (biting, chewing, swallowing) (continued)	Date																
10.0	Washes apples, bites, chews, swallows--eats around core and discards waste																	
11.0	Eats peach, apricot, plum, and discards seed and wipes mouth																	
12.0	Eats cupcake after removing paper																	
13.0	Removes candy wrapper and eats candy																	
14.0	Removes paper from gum, chews gum (discards gum by wrapping in paper)																	
15.0	Holds piece of bread (sandwich, cake) in hand and eats																	
16.0	Breaks piece of hot roll																	
	Use of Napkin, Spoon, and Chair																	
1.0	Pulls chair away from table																	
2.0	Sits down on chair																	
3.0	Slides chair to proper distance from table																	
4.0	Watches hostess for cues when to bow head and unfold napkin																	
5.0	Places open napkin on lap																	
6.0	Grasps spoon in hand dips into food																	
7.0	Puts into mouth, closes mouth, chews, swallows																	
8.0	Grasps spoon between thumb and index finger, etc., dips into food, eats																	
9.0	Holding spoon with fingers, dips into food, fills by pushing spoon away from self, and eats																	
10.0	Eats foods as cereal, pudding, ice cream, apple sauce with spoon																	
11.0	Serves self with spoon from serving dish																	
12.0	Wipes mouth with napkin																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Use of Napkin, Spoon, and Chair																	
13.0 Folds or crushes napkin and places by plate on left side																	
14.0 Pushes chair back--stands and puts chair under table																	
Use of Fork																	
1.0 Holds fork between thumb and index finger, etc.																	
2.0 Pierces food with fork, lifts food to mouth and eats																	
3.0 Puts fork in palm of hand, turns on side, and cuts vegetable in small piece																	
4.0 Returns fork to proper holding position for eating and eats cut vegetable portion																	
5.0 Use fork to eat vegetables, meat, watermelon, cantaloupe, cake, pie																	
6.0 Uses serving fork to serve self a portion of meat																	
7.0 Holds fork in palm of hand with index finger on back of fork																	
8.0 Pierces meat with fork, holding fork in palm of hand with index finger on back of fork - ready for cutting																	
Use of Knife																	
1.0 Knows handle and sharp side of knife																	
2.0 Holds knife in palm of hand with sharp side down next to plate																	
3.0 Puts small amount of butter on knife (peanut butter, jam, soft cheese)																	
4.0 Holds cracker with other hand and spreads butter on cracker																	
5.0 Takes butter on knife and puts on dinner plate																	
6.0 Holds bread or roll with one hand and spreads butter with knife on bread or roll																	
7.0 Spreads butter and jelly on bread																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Use of Knife (continued)																	
8.0 Makes jelly sandwich																	
9.0 Holds knife in palm of hand and gently moves knife in push and pull motion																	
10.0 Holding knife in palm, cuts foods held in other hand on plate as squash, etc.																	
11.0 Cuts sandwich in half																	
12.0 Cuts cake																	
13.0 Holding fork properly, cuts meat with knife																	
14.0 Places knife on plate (upper right side) when finished cutting																	
15.0 Puts index finger on back of knife, fork holding meat, cuts meat																	
Drinking																	
1.0 Puts both hands on glass and brings to mouth																	
2.0 Puts upper lip over top of glass and pours small amount of liquid in mouth																	
3.0 Closes mouth and swallows																	
4.0 Takes cup, puts finger in handle, drinks liquid																	
5.0 Holds glass with one hand and drinks																	
6.0 Pours liquid into glass from small can and drinks																	
7.0 Pours liquid into glass from small pitcher and drinks																	
8.0 Pours milk from carton and drinks																	
9.0 Uses straw and drinks from bottle or carton																	
10.0 Uses straw and drinks soft drink or milk from cup																	
11.0 Drinks from fountain																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Use of Kleenex (Blowing Nose)																	
1.0 Hold mouth closed																	
2.0 Covers nose with kleenex																	
3.0 Places hand over kleenex and pinches with fingers																	
4.0 Rubs from each side of nose and squeezes kleenex together																	
5.0 Cover nose with remaining clean folded kleenex																	
6.0 Wipe nose from side to side and pinches kleenex together																	
7.0 Discards kleenex in waste basket																	
8.0 Blows air through nose with mouth closed																	
9.0 Places index finger on side of one nostril and blows																	
10.0 Places index finger on other side of nostril and blows																	
11.0 Covers nose with kleenex, mouth closed, index finger on one side of nose, blows, pinches, wipes discards																	
Brushing Teeth																	
1.0 Uses toothbrush motions correctly in the air																	
2.0 Uses toothbrush correctly in mouth																	
3.0 Puts water in mouth and swish it around																	
4.0 Rinses mouth and spits water out																	
5.0 Wipes mouth dry with wash cloth and towel																	
6.0 Wets toothbrush																	
7.0 Takes cap off toothpaste																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Brushing Teeth (continued)	Date																
8.0 Puts small amount of toothpaste on wet toothbrush																	
9.0 Replaces cap on toothpaste																	
10.0 Brushes teeth																	
11.0 Rinses mouth																	
12.0 Wipes mouth																	
13.0 Washes toothbrush and hangs to dry																	
14.0 Puts toothpaste away																	
15.0 Cleans wash basin																	
Bathing (Tub)																	
1.0 Arranges bath mat, wash cloth, soap, shampoo, clean clothes in proper place and uses tub stopper																	
2.0 Adjusts water temperature and fills tub half full																	
3.0 Removes all clothes and places dirty clothes in proper place																	
4.0 Gets into water and sits in tub																	
5.0 Wets entire body																	
6.0 Soaps wash cloth, washes and rinses face, ears, neck, throat																	
7.0 Soaps cloth washes and rinses arm pits, elbows, hands																	
8.0 Soaps cloth, washes and rinses back and front of trunk																	
9.0 Soaps cloth--washes and rinses pubic and anal areas																	
10.0 Soaps wash cloth, washes and rinses feet, top and bottom, toes, between toes																	
11.0 Soaps cloth, washes legs, knees, ankles																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date															
Bathing (Tub) (continued)																
12.0 Wipes tub with soap and releases water																
13.0 Gets out of tub, dries body with towel																
14.0 Puts towel in proper place																
15.0 Cleans tub, rinses wash cloth																
16.0 Puts wash cloth in proper place																
17.0 Puts on clean clothes																
Bathing (Shower)																
1.0 Arranges bath mat, wash cloth, soap, shampoo, clean clothes in proper place																
2.0 Removes all clothes and place dirty clothes in proper place (hamper)																
3.0 Puts on shower cap and pushes hair up in cap (longer hair)																
4.0 Gets in shower and closes shower door or arranges shower curtain to keep floor dry																
5.0 Adjusts water temperature and turns on shower faucets																
6.0 Wets entire body																
7.0 Soaps wash cloth, washes face, ears, and neck																
8.0 Soaps cloth, washes arms, arm pits, elbows, hands																
9.0 Soaps cloth, washes and rinses front and back of trunk																
10.0 Soaps cloth, washes and rinses legs, knees, ankles feet, toes																
11.0 Soaps hair, rubs with finger tips and rinses--repeats (shorter hair)																
12.0 Opens shower door or moves shower curtain, stands on mat and dries hair and body																
13.0 Puts towel in proper place, cleans shower, rinses wash cloth, hangs to dry																

14.0 Puts on clean clothes

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Washing Hair																	
1.0 Places shampoo, creme rinse, towel on sink																	
2.0 Prepares creme rinse																	
3.0 Turns on water and adjusts to proper temperature																	
4.0 Puts head under water, wetting hair thoroughly																	
5.0 Remove head from beneath water																	
6.0 Pours shampoo in palm of hand--rubs over hair to make lather																	
7.0 Scrubs scalp over entire head with finger tips--washes neck and forehead hair line, behind and front of ears																	
8.0 Puts head under water and rinses																	
9.0 Pours shampoo in hand and repeats washing hair by lather, rub, and rinse																	
10.0 Applies creme rinse and massages rinse into hair																	
11.0 Puts head under water and rinses thoroughly																	
12.0 Turns off water and dries hair with towel																	
13.0 Hangs up towel and cleans water basin																	
14.0 Combs and brushes hair																	
15.0 Sets hair																	
Combing and Brushing																	
1.0 Uses large comb																	
2.0 Finds teeth and back of comb																	
3.0 Sits or stands in front of mirror																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Combing and Brushing																	
4.0 Holds comb properly																	
5.0 Combs hair with help																	
6.0 Combs hair independently																	
7.0 Parts hair with teacher's help																	
8.0 Parts hair independently																	
9.0 Uses brush with help																	
10.0 Brushes hair independently																	
Washing Face, Throat, Neck, Ears																	
1.0 Wets wash cloth with correct temperature of water																	
2.0 Puts soap on wash cloth (lathers)																	
3.0 Closes eyes and mouth and rubs face with wash cloth																	
4.0 Rinses wash cloth and rubs face with wet cloth																	
5.0 Soaps cloth--rubs under chin and throat																	
6.0 Rinses cloth and wipes soap from chin and throat																	
7.0 Soaps wash cloth and rubs neck																	
8.0 Rinses cloth and wipes soap from neck																	
9.0 Soaps cloth--places cloth over index finger and washes front, back, inside of ears																	
10.0 Rinses cloth--wipes ears with wet cloth																	
11.0 Dries face, neck, throat, ears																	
12.0 Redries hands																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Washing Face, Throat, Neck, Ears																
13.0 Hangs towel neatly																
14.0 Cleans wash basin																
15.0 Rinses wash cloth and hangs neatly																
Nails (Fingers or Toes)																
1.0 Puts warm water in basin																
2.0 Soaks nails																
3.0 Puts nail brush in water, and soaps brush																
4.0 Rubs nails, cuticle, etc., with brush and rinse																
5.0 Cleans brush and washes basin																
6.0 Dries nails and hands																
7.0 Replaces towel and brush in proper place																
8.0 Pushes cuticle back with orange stick or fingernail																
9.0 Uses toothpick or nail file to remove dirt under nail																
10.0 Cuts or clips nails same length																
11.0 Files nails underneath edges level or round																
12.0 Cuts or clips hang nails																
13.0 Puts materials away																
Shaving																
1.0 Rubs face for whiskers																
2.0 Assembles all materials needed--shaving cream, razor, after shave lotion																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Shaving (continued)	Date															
3.0 Uses electric razor, looking in mirror, shave																
4.0 Washes face with soap and rinse																
5.0 Dries face and uses after shave lotion																
6.0 Brushes out razor and puts in proper place																
7.0 IF USING SAFETY RAZOR--repeat steps 1 and 2																
8.0 Lathers face with shaving cream																
9.0 Looking in mirror, shaves, rinses razor in water, repeats																
10.0 Dries face and uses after shave lotion																
11.0 Cleans razor and puts in proper place																
Menstruation																
1.0 Take sanitary pad from box																
2.0 Examines to see where blue line appears and put it down so blue line cannot be seen																
3.0 Takes sanitary pants--places on table so you can see inside pants																
4.0 Puts sanitary napkin in sanitary pants-blue line at bottom																
5.0 Takes napkin tabs and pulls under and over elastic to hold napkin																
6.0 Puts sanitary pants on as other pants																
7.0 Puts on underpants																
8.0 Changes pad (pull pants down--remove pad--insert new pad)																
9.0 Wraps soiled pad in newspaper or toilet paper and places in waste can																
10.0 Uses sanitary belt after knows how to use sanitary pants																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Menstruation (continued)																
11.0 Use same procedure as in steps 2 to 9 in learning use of belt -except longest tab is in back																
Use of Deodorant and Perfume																
1.0 Uses finger tip to take deodorant out of jar																
2.0 Raise opposite arm and put deodorant under arm with up and down motion																
3.0 Puts deodorant on fingertips of other hand																
4.0 Raises opposite arm and puts deodorant under arm																
5.0 Practices putting finger on nozzle of spray can of deodorant and know where spray will go																
6.0 Practices spraying deodorant on special areas on arm, etc.																
7.0 Sprays under each arm																
8.0 Puts small amount of perfume on index finger and puts behind each ear																
Dressing and Undressing (Undershorts, Shorts, Pants, Slacks, Swim-Trunks, Skirts)																
1.0 Finds front and back of underpants, pants, swim-trunks, skirt (label usually in back)																
2.0 Finds fly-zipper in front of pants (boys)																
3.0 Finds zipper in front, back or side of pants (girls)																
4.0 Opens zipper, fly and pull pants down over hips																
5.0 Sits down and pulls one leg out, while pulling pants with hands																
6.0 Pulls other leg out																
7.0 Puts underpants in hamper, hang slacks in proper place																
8.0 Hangs skirt, slacks on hanger or hook																
9.0 Puts pants on floor, with top up (can see fly)																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Dressing and Undressing (Undershorts, Shorts, Pants, Slacks, Swim-Trunks, Skirts) (continued) Date																	
10.0 Sits down so each leg is in right position to put on pants																	
11.0 Pushes one leg through pants																	
12.0 Pushes other leg through pants																	
13.0 Stands and pulls pants over hips																	
14.0 Zips zipper																	
15.0 Buttons buttons																	
16.0 Snaps snaps																	
17.0 Buckles belt																	
18.0 Ties belt																	
Dressing and Undressing (T-Shirt, Knit Shirt, Pull-Over Shirt, Dress)																	
1.0 Knows right and wrong side of shirt, etc.																	
2.0 Finds front and back of T-shirt or knit shirt																	
3.0 Finds top and bottom of T-shirt or knit shirt																	
4.0 Finds little hole for neck and big hole for body																	
5.0 Lays T-shirt out with back side up																	
6.0 Puts arms in arm holes or sleeves of T-shirt (knit)																	
7.0 Raises arms and pulls shirt over head																	
8.0 Straightens and smooths shirt																	
9.0 Grabs hold of bottom of T-shirt with crossed arms and pulls up																	
10.0 Pulls T-shirt over head and off of arms																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Dressing and Undressing (T-Shirt, Knit Shirt, Pull-Over Shirt, Dress) (continued)	Date															
11.0 Turns T-shirt right side out																
12.0 Puts dirty T-shirt in hamper																
Dressing and Undressing (Coat, Sweater, Dress, Shirt with buttons, zipper)																
1.0 Finds right and wrong side of shirt and coat																
2.0 Finds top and bottom of coat, shirt neck of shirt or coat																
3.0 Finds back and front of shirt and coat																
4.0 Lays shirt or coat down with back down (sees label)																
5.0 Takes hold of neck of shirt, coat, sweater, by button hole (girls)																
6.0 Takes hold of neck of shirt, coat sweater by buttons (boys)																
7.0 Pushes free hand into sleeve of shirt being held by neck on right side with left hand																
8.0 Pulls up over shoulder																
9.0 Puts other arm in sleeve																
10.0 Buttons buttons																
11.0 Snaps snaps																
12.0 Zips zipper																
Dressing and Undressing (Shoes and Socks)																
1.0 Pulls off shoes																
2.0 Pulls off socks																
3.0 Holds up foot for sock and shoe to be put on																
4.0 Finds top and bottom of sock--right and wrong side																

Coding: C - Can Perform
R - Recycle - Unable to Perform

60

MEASURABLE PERFORMANCES

Dressing and Undressing (Shoes and Socks) (continued) Date																	
5.0 Finds heel and toe of foot, sock, and shoe																	
6.0 Open sock and rolls using fingers on both hands																	
7.0 Opens sock, rolls, places over toes and pulls																	
8.0 Opens sock, rolls, places over toes, pulls over toes, heel, and ankle smooth																	
9.0 Finds top, bottom, heel, toe and sides of shoe																	
10.0 Identifies inside, outside, back, and front of foot and shoe																	
11.0 Puts correct shoe in front of right and left foot																	
12.0 Opens shoe wide (may open laces and bend tongue of shoe)																	
13.0 Pushes foot into shoe and pulls shoe holding sides of shoe with fingers																	
14.0 Pulls tongue of shoe and laces																	
15.0 Ties shoe strings into knot																	
16.0 Zips shoes																	
17.0 Buckles shoes																	
18.0 Ties shoe string into bow																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

(40.1)

MEASURABLE PERFORMANCES

Date																
Color Recognition																
1.0 Knows what color is																
2.0 Knows primary colors (red, blue, yellow)																
3.0 Knows secondary colors (orange, green, purple)																
4.0 Knows neutral colors (black, white)																
5.0 Can mix to get desired color																
6.0 Can mix to make colors darker																
7.0 Can mix to make colors lighter																
8.0 Can select colors true to nature																
Drawing																
1.0 Recognizes crayon																
2.0 Recognizes pencil																
3.0 Recognizes marker																
4.0 Grasps drawing tool correctly																
5.0 Draws scribbles on paper																
6.0 Draws vertical lines																
7.0 Draws horizontal lines																
8.0 Draws circles																
9.0 Draws squares																
10.0 Draws rectangles																
11.0 Draws triangles																

Coding: C - Can Perform
R - Recycle - Unable to Perform

ART

Date																	Teacher's Remarks
blue, yellow)																	
nge, green, purple)																	
, white)																	
r																	
er																	
ter																	
ature																	
ly																	

Perform

MEASURABLE PERFORMANCES

Date																
Drawing (continued)																
12.0 Draws diamonds																
13.0 Fills in given area																
14.0 Traces outline form																
15.0 Copies outline form																
16.0 Draws simple recognizable figures																
17.0 Draws simple creative pictures																
18.0 Draws complex creative pictures																
Folding																
1.0 Knows top and bottom of paper																
2.0 Creases paper with finger																
3.0 Folds paper in half--creases bottom																
4.0 Folds back and forth (fan or accordian pleats)																
5.0 Folds rectangle in fourths																
6.0 Folds square paper in sixths																
7.0 Folds on broken lines																
8.0 Combines folding and cutting to make objects and shapes																
9.0 Makes simple box																
10.0 Makes simple pin wheel																
11.0 Makes simple cylinder																
12.0 Makes simple cones																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date															
Folding (continued)																
13.0 Makes simple Origami shapes with directions																
14.0 Creates own shapes--3 dimensional effect																
Finger Painting																
1.0 Puts paint on paper with fingers																
2.0 Uses hands or fingers to spread paints																
3.0 Uses daubbing motion on paper																
4.0 Uses sweeping motion on paper																
5.0 Makes marks using simple objects (sponge, scouring pad, etc.)																
6.0 Makes simple designs in pattern																
7.0 Makes creative picture																
8.0 Helps clean up																
9.0 Cleans up independently																
Brush Painting																
1.0 Holds brush properly																
2.0 Places brush in paint																
3.0 Wipes excess paint off of brush																
4.0 Marks on paper with brush																
5.0 Makes recognizable shapes or forms on paper																
6.0 Uses one color of paint																
7.0 Uses more than one color of paint																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Brush Painting (continued)																	
8.0 Makes creative picture																	
9.0 Cleans brush correctly																	
10.0 Cleans up																	
Cutting																	
1.0 Holds scissors properly																	
2.0 Manipulates scissors in air (open-closed)																	
3.0 Cuts "snake" out of newsprint																	
4.0 Cuts small pieces of paper off of larger pieces of paper																	
5.0 Cuts on a line																	
6.0 Cuts out simple shapes (straight lines +)																	
7.0 Cuts out more advanced shapes																	
Pasting and Gluing																	
1.0 Knows what paste is																	
2.0 Knows white solid paste																	
3.0 Knows white liquid glue																	
4.0 Uses proper amount of paste																	
5.0 Spreads paste with finger																	
6.0 Spreads paste with brush																	
7.0 Spreads paste in thin layer																	
8.0 Spreads paste on designated area																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date															
Pasting and Gluing (continued)																
9.0 Fits pieces together properly (right side up-paste side down)																
10.0 Controls placement of pasted pieces (perpendicular parallel, etc.)																
11.0 Uses cloth and paper towel to wipe off excess paste																
Clay Modeling--Free Form																
1.0 Knows what clay is																
2.0 Pounds clay																
3.0 Pulls clay apart																
4.0 Rolls clay between hands																
5.0 Pokes with pencil																
6.0 Pinches clay																
7.0 Coils clay																
8.0 Makes simple shapes (balls, snakes, etc.)																
9.0 Makes detailed form (animals, figures, etc.)																
10.0 Makes pinch pot																
11.0 Makes coil pot																
Clay Modeling--Wheel																
1.0 Centers clay on wheel																
2.0 Throws simple pot																
3.0 Does own wedging																
4.0 Does own trimming																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Clay Modeling--Wheel (continued)																	
5.0 Decorates by incising																	
6.0 Decorates by stamping																	
7.0 Makes pattern by fluting																	
8.0 Makes pattern by paddling																	
9.0 Puts own slip on surface																	
10.0 Glazes pot																	
Papier Maché																	
1.0 Makes papier maché medium																	
2.0 Makes paper bag maché mask with direction																	
3.0 Makes own paper bag mask																	
4.0 Makes smooth maché for ceramic effects																	
5.0 Makes maché figures using strip technique																	
6.0 Makes maché sculpture (modeling technique)																	
7.0 Uses maché for original creative expression																	
Braiding and Weaving																	
1.0 Cuts own strips																	
2.0 Knows over and under																	
3.0 Weaves simple paper squares																	
4.0 Weaves using wavy woof																	
5.0 Understands that different shapes and widths create patterns																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Braiding and Weaving (continued)																	
6.0 Perceives movement in patterns																	
7.0 Weaves on cardboard loom																	
8.0 Weaves on board loom																	
9.0 Weaves on potholder frame with loops																	
10.0 Weaves on frame loom																	
11.0 Weaves on inkle loom																	
12.0 Weaves on table loom																	
13.0 Warps own loom																	
14.0 Creates patterns																	
15.0 Braids three strands																	
16.0 Braids four strands																	
17.0 Makes lanyard																	
Carving																	
1.0 Uses simple carving tools																	
2.0 Carves (scrapes) designs in plaster of paris plaque (regular)																	
3.0 Carves simple free forms in plaster of paris (vermiculite)																	
4.0 Carves in linoleum																	
5.0 Carves in wood (plank)																	
Art for Entertainment																	
1.0 Looks at pictures and art work																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Art for Entertainment (continued)

Date																	
2.0 Entertains self with pictures and art work																	
3.0 Looks for detail																	
4.0 Remembers detail																	
5.0 Selects pictures and art work																	
6.0 Influences work and play																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Ball-Peen Hammer																
1.0 Auditory recognition of word "hammer"																
2.0 Identifies hammer																
3.0 Selects hammer from group of tools																
4.0 Pronounces the word "hammer"																
5.0 Knows the use of a hammer																
6.0 Knows parts of hammer (face, peen, handle)																
7.0 Grips hammer properly																
8.0 Understands use of hammer																
9.0 Controls pounding pressure with practice																
Tack Hammer																
1.0 Auditory recognition of word "hammer"																
2.0 Identifies hammer																
3.0 Selects hammer from group of tools																
4.0 Pronounces the word "hammer"																
5.0 Knows the use of a hammer																
6.0 Knows parts of hammer (plain end, magnetic end, handle)																
7.0 Grips hammer properly																
8.0 Understands use of plain and magnetic end																
9.0 Removes tacks properly																
10.0 Controls pounding pressure with practice																

Coding: C - Can Perform
R - Recycle - Unable to Perform

WOODWORK

Date																	Teacher's Remarks
"hammer"																	
tools																	
, peen, handle)																	
ith practice																	
"hammer"																	
tools																	
end, magnetic end,																	
magnetic end																	
with practice																	

Perform

MEASURABLE PERFORMANCES	Date																
Pliers																	
1.0 Auditory recognition of word "pliers"																	
2.0 Identifies pliers																	
3.0 Selects pliers from group of tools																	
4.0 Pronounces the word "pliers"																	
5.0 Knows the use of pliers																	
6.0 Knows the parts of pliers (nose, handle, adjustment screw)																	
7.0 Grips pliers properly																	
8.0 Picks up an object with pliers																	
9.0 Uses pliers as needed in repair and completing projects																	
Screwdriver																	
1.0 Auditory recognition of word "screwdriver"																	
2.0 Identifies screwdriver																	
3.0 Selects screwdriver from group of tools																	
4.0 Pronounces the word "screwdriver"																	
5.0 Knows the use of a screwdriver																	
6.0 Knows the parts of a screwdriver (handle, shank, point)																	
7.0 Identifies proper screwdriver and screw																	
8.0 Can choose the proper size and type of screwdriver																	
9.0 Grips handle firmly																	
10.0 Screws clockwise for in																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Screwdriver (continued)																
11.0 Screws counterclockwise for out																
12.0 Starts screw in pilot hole																
13.0 Works until head of screw meets surface board																
14.0 Fastens two boards together with wood screws																
15.0 Secures wood screw through ½" dowel without splitting wood																
16.0 Uses screwdriver in repair and construction projects																
File																
1.0 Auditory recognition of word "file"																
2.0 Identifies file																
3.0 Selects file from group of tools																
4.0 Pronounces the word "file"																
5.0 Knows parts of a file (handle, blade)																
6.0 Knows kind of file by defining use (wood, metal)																
7.0 Uses file as needed in projects and repairs																
Planes																
1.0 Auditory recognition of word "plane"																
2.0 Identifies plane																
3.0 Selects plane from group of tools																
4.0 Pronounces the word "plane"																
5.0 Knows parts of a plane (knob, blade, frame, screw adjustment)																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Planes (continued)																	
6.0 Uses plane properly as needed on projects and repairs																	
Square																	
1.0 Auditory recognition of word "square"																	
2.0 Identifies square																	
3.0 Selects square from group of tools																	
4.0 Pronounces the word "square"																	
5.0 Knows the use of a square																	
6.0 Knows the parts of the square (straight sides, corner-inside, outside)																	
7.0 Uses square in completing projects																	
Chisel																	
1.0 Auditory recognition of word "chisel"																	
2.0 Identifies chisel																	
3.0 Selects chisel from group of tools																	
4.0 Pronounces the word "chisel"																	
5.0 Knows parts of a chisel (handle, blade)																	
6.0 Knows kinds of chisel by defining use (wood, masonry, metal)																	
7.0 Uses proper chisel for wood, metal, or masonry																	
8.0 Use chisel as needed in projects and repairs																	
Level																	
1.0 Auditory recognition of word "level"																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Level (continued)																	
2.0 Identifies level																	
3.0 Selects level from group of tools																	
4.0 Pronounces the word "level"																	
5.0 Knows the use of a level																	
6.0 Knows parts of the level (flat edge, vial)																	
7.0 Use the level in completing projects																	
Tape Measure																	
1.0 Auditory recognition of word "tape measure"																	
2.0 Identifies tape measure																	
3.0 Selects tape measure from group of tools																	
4.0 Pronounces the words "tape measure"																	
5.0 Knows the use of a tape measure																	
6.0 Knows parts of a tape measure (case, tape)																	
7.0 Reads inches and feet																	
8.0 Demonstrates use																	
8.1 Marks material (1 inch, 5 inches, 3 feet, 12 feet)																	
9.0 Identifies written symbol for foot (foot, ')																	
10.0 Identifies written symbol for inch (in., ")																	
11.0 Use measurements as needed in class work, utilizing the tape measure																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Hand Drills																	
1.0 Auditory recognition of word "drill"																	
2.0 Identifies drill																	
3.0 Selects drill from group of tools																	
4.0 Pronounces the word "drill"																	
5.0 Knows parts of drill (handle, knob, bits)																	
6.0 Uses drill properly on wood or metal																	
Crosscut and Rip Saws																	
1.0 Auditory recognition of words "crosscut saw and rip saw"																	
2.0 Identifies saw from group of tools																	
3.0 Selects saw from group of tools																	
4.0 Pronounces the words "crosscut saw" and "rip saw"																	
5.0 Knows the use of the saw																	
6.0 Knows the parts of the saw (handle, blade, teeth)																	
7.0 Uses the saw and its parts correctly																	
8.0 Begins by using a short saw on plasterboard																	
9.0 Starts at edge and follows a line across plasterboard																	
10.0 Uses same technique on soft wood, such as Douglas fir or pine, 1"x4" pieces																	
11.0 Advances to cutting harder woods of greater dimensions																	
12.0 Grips saw handle firmly with fingers and thumb overlapping																	
13.0 Holds material to be cut firmly (bench vise, clamps, across a sawhorse)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Crosscut and Rip Saws (continued)

14.0 Straightens angle of saw so that blade does not bind and stick

15.0 Keeps saw going straight to prevent breakage of material being cut

16.0 Uses saw as needed in construction projects

Coping Saw

1.0 Auditory recognition of words "coping saw"

2.0 Identifies coping saw

3.0 Selects coping saw from group of tools

4.0 Pronounces the words "coping saw"

5.0 Knows the use of a coping saw

6.0 Knows the parts of a coping saw (handle, frame, blade)

7.0 Changes blade in a coping saw

8.0 Uses saw for cutting figures from pressed wood, fiberboard, or plywood

9.0 Holds material to be cut firmly (bench vise, clamps across a sawhorse)

10.0 Uses coping saw as needed in construction and repairs

Miter Saw

1.0 Auditory recognition of words "miter saw"

2.0 Identifies miter saw

3.0 Selects miter saw from group of tools

4.0 Pronounces the words "miter saw"

5.0 Knows the use of a miter saw

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Miter Saw (continued)	Date																
6.0 Knows the parts of a miter saw (blade, handle)																	
7.0 Uses saw and its parts correctly																	
8.0 Fit it through saw guides in miter box																	
9.0 Set it down on material to be cut																	
10.0 Cut wood angles straight and produce an even cut on the wood																	
11.0 Uses miter saw as needed in construction and repairs																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Protective Vocabulary

1.0 Auditory or visual recognition of words: no, come here, don't touch, hot, sharp, break, sit down, stop, wait, run, look (look out, watch out), duck, get down, stay there

2.0 Responds to verbal commands: no, come here, don't touch, hot, sharp, break, sit down, stop, wait, run, look (look out, watch out), duck, get down, stay there, go back

Food Hygiene and Safety

1.0 Knows when dishes, hands, food are dirty

2.0 Knows when dishes, hands, food are clean

3.0 Washes hands before eating

4.0 Washes hands before cooking

5.0 Uses clean eating utensils

6.0 Uses clean cooking utensils

7.0 Washes fresh fruit and vegetables before eating

8.0 Protects food from spoiling by: returning immediately to refrigerator, keeping refrigerator door closed, closing packages and containers, replacing lids on jars and bottles, wrapping food in waxpaper tinfoil, etc.

9.0 Knows when food is spoiled

10.0 Knows when food is dirty

11.0 Knows danger of eating spoiled/dirty foods

12.0 Discards spoiled/dirty food

13.0 Eats only own food

Coding: C - Can Perform
R - Recycle - Unable to Perform

SAFETY

Date																	Teacher's Remarks
of words: no, come break, sit down,																	
t, watch out), duck,																	
no, come here, don't down, stop, wait,																	
), duck, get down,																	
are dirty																	
are clean																	
les before eating																	
: returning imme- ng refrigerator door ontainers, replacing pping food in waxpaper																	
d/dirty foods																	

rform

MEASURABLE PERFORMANCES

Date																	
Food Hygiene and Safety (continued)																	
14.0 Identifies insects/rodents																	
15.0 Knows why/how to protect food from insects/rodents																	
16.0 Keeps lids on garbage cans																	
17.0 Understands why we don't eat food from garbage cans																	
18.0 Knows dangers of putting unidentified things in mouth																	
Home Safety: Answering the Door																	
1.0 Looks out window																	
2.0 Leaves door chained, screen door locked																	
3.0 Asks "Who is it?"																	
4.0 Understands danger in letting strangers in																	
5.0 Closes door before getting adult in home																	
6.0 Lets people in only on parents' instruction																	
7.0 Lets familiar friends, neighbors, relatives, community helper in																	
8.0 Accepts packages only on parents' instruction																	
Home Safety: Bathroom																	
1.0 Identifies Hot and Cold taps																	
2.0 Adjusts hot and cold water to comfortable temperature																	
3.0 Tests temperature of water before stepping into tub or shower																	
4.0 Sits on or holds edge of bathtub while getting in and out																	
5.0 Wipes up any water on the floor																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

8

MEASURABLE PERFORMANCES

Date																	
Home Safety: Bathroom (continued)																	
6.0 Returns soap to soapdish																	
7.0 Takes medicine only when given by doctor, parent, or teacher																	
8.0 Uses toothpaste and mouthwash correctly																	
Understands danger in:																	
9.0 Touching electrical connections while bathing																	
10.0 Standing on edge of tub or toilet seat																	
11.0 Getting into medicine cabinet																	
12.0 Playing with razor blades, cosmetics or cleaning supplies																	
Home Safety: Living Room and Bedroom																	
1.0 Stands back from heaters, radiators and fireplaces																	
2.0 Keeps toys or clothing away from heaters, radiators fireplaces																	
3.0 Keeps needles, pins, scissors, other sharp objects off floor																	
4.0 Puts toys away at night																	
5.0 Hangs up clothing																	
6.0 Puts shoes under bed or in closet																	
7.0 Disposes of old plastic bags																	
8.0 Turns on light when getting up at night																	
Understands danger in:																	
9.0 Sitting on radiators																	
10.0 Pulling lamp cords																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Home Safety: Living Room and Bedroom (continued)																	
Understands danger in:																	
11.0 Standing/jumping on chairs, sofas, bed																	
12.0 Leaning out of windows																	
13.0 Putting pressure on glass																	
Home Safety: Kitchen																	
1.0 Uses proper clothing while cooking																	
2.0 Keeps dish towels away from stove																	
3.0 Keeps hair pinned back																	
4.0 Turns pot handles in																	
5.0 Uses the stove properly																	
6.0 Recognizes when food is about to boil over																	
7.0 Turns off stove if flame does not appear immediately (gas stove)																	
8.0 Uses potholders to remove pots and pans from burner or oven																	
9.0 Keeps flammables away from stove																	
10.0 Keeps stove clean																	
11.0 Carries hot liquids without spilling																	
12.0 Wipes floor immediately after spilling																	
13.0 Hangs up mop and broom																	
14.0 Cleans up broken glass																	
15.0 Throws away cracked, chipped or partly broken dishes																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Home Safety: Kitchen (continued)																
16.0 Turns electrical appliances on/off correctly																
17.0 Plugs in and unplugs appliances																
18.0 Handles knives and other sharp instruments correctly																
19.0 Closes cupboard doors and drawers																
20.0 Stacks cans and boxes																
Understands danger in:																
21.0 Playing/running in kitchen																
22.0 Putting plastic bags or utensils in oven/stove																
23.0 Putting cold glasses in hot water																
24.0 Putting glass in oven																
25.0 Touching moving blades of electrical appliances																
26.0 Touching electrical appliances (cords, etc.) with wet feet																
27.0 Getting cords, plugs, etc. wet																
28.0 Poking fingers, wires, forks, pins, in electrical sockets																
Home Safety: Stairs																
1.0 Holds handrail going up or down stairs																
2.0 Keeps to right																
3.0 Looks where he is going																
4.0 Takes steps one at a time																
5.0 Walks up and down steps only																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Home Safety: Stairs (continued)																	
6.0 Understands danger in pushing																	
7.0 Keeps hands off others																	
8.0 Carries only what he is capable of carrying																	
9.0 Keeps one hand free when carrying things																	
10.0 Picks up litter off the stairs																	
11.0 Understands danger in playing on stairs																	
12.0 Turns light on if stairs are dark																	
13.0 Locates light switch																	
Classroom Safety																	
1.0 Keeps personal things in designated area																	
2.0 Plays with toys in designated area																	
3.0 Brings broken things to teacher																	
4.0 Puts all classroom items in proper storage area																	
5.0 Picks up all items from floor																	
6.0 Closes cupboard doors and drawers																	
7.0 Cleans up classroom messes																	
8.0 Handles scissors (sharp things) properly																	
9.0 Keeps feet under desk and chair																	
10.0 Carries chairs properly																	
11.0 Pushes chair under desk or table																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Classroom Safety (continued)	Date															
12.0 Participates in fire drill, earthquake and civil defense drills																
Knows danger in:																
13.0 Throwing classroom items																
14.0 Putting classroom items in mouth																
15.0 Running in classroom/buildings																
16.0 Hitting, bullying or teasing																
17.0 In tipping chair forward/backward																
18.0 Standing on chair																
Bus Safety																
1.0 Recognizes own bus																
2.0 Waits with own class for bus																
3.0 Waits inside house or on porch at home for bus																
4.0 Waits for bus to stop before boarding																
5.0 Walks to bus																
6.0 Waits in line until turn to board																
7.0 Stands quietly in line without pushing, shoving, hitting																
8.0 Walks up steps of bus																
9.0 Walks directly to a seat																
10.0 Sits down immediately upon finding an empty seat																
11.0 Recognizes seat belt																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Bus Safety (continued) Date																	
12.0 Fastens seat belt correctly																	
13.0 Knows danger of putting hands/head out of the window																	
14.0 Understands danger in throwing objects out of windows																	
15.0 Sits quietly while bus is moving																	
16.0 Unfastens seat belt																	
17.0 Understands danger in standing up in moving vehicle																	
18.0 Walks directly off of bus																	
19.0 Understands dangers in playing around outside of bus																	
Pedestrian Safety																	
1.0 Identifies STOP sign																	
2.0 Knows meaning of stop																	
3.0 Distinguishes between RED, GREEN, YELLOW of traffic light																	
4.0 Associates color on traffic light with proper action:																	
4.1 RED - Stop																	
4.2 GREEN - Go																	
4.3 YELLOW - Caution																	
5.0 Identifies signals																	
5.1 WALK																	
5.2 DON'T WALK																	
5.3 WAIT																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Pedestrian Safety (continued)																	
6.0 Identifies crosswalk																	
7.0 Walks between lines of a crosswalk																	
8.0 Waits on sidewalk before crossing																	
9.0 Looks four ways before crossing street after light has turned to green																	
10.0 Looks four ways before crossing the street																	
11.0 Walks across street																	
12.0 Identifies three different places to cross street: STOP sign or light, crosswalk, at a corner																	
13.0 Wears white or light colored clothing when crossing a street at night																	
Playground Safety																	
1.0 Stays inside fence or playground																	
2.0 Identifies all boundary lines																	
3.0 Takes turns and shares playground equipment																	
4.0 Stands back from moving swings																	
5.0 Keeps both hands on swings																	
6.0 Waits turn to use any equipment																	
7.0 Goes down slide feet first																	
8.0 Sits down on merry-go-round																	
9.0 Holds onto bar on merry-go-round																	
10.0 Waits for merry-go-round to stop before getting on or off																	
11.0 Looks ahead when running																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Playground Safety (continued)

12.0 Walks after balls that roll into street

13.0 Walks with pointed objects

14.0 Throws ball/bean bag to designated area

15.0 Throws to others, not at them

16.0 Drinks from water fountain correctly

Understands danger in:

17.0 Fighting, teasing or bullying others

18.0 Pushing/pulling others from equipment

19.0 Standing in swings

20.0 Standing on or in front of slide

21.0 Throwing rocks, sticks, baseball bats

22.0 Standing too close to person who is throwing

23.0 Throwing or kicking sand

Community Safety

1.0 Keeps sidewalk/yard free of toys, etc.

2.0 Avoids open fires

3.0 Avoids cars, driveways, streets, etc.

4.0 Knows danger in throwing objects at moving cars

5.0 Knows danger in playing in or around: garages, alleys, vacant lots, empty buildings, old refrigerators, wrecked cars, farm machinery, railroad tracks

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Community Safety (continued)																	
6.0 Identifies sources of potential water hazards																	
7.0 Understands danger of getting too close to canals, lakes, etc.																	
8.0 Knows dangers of pushing and shoving into water																	
9.0 Leaves strange animals alone																	
10.0 Understands dangers of abusing or teasing animals																	
11.0 Keeps animals away from face																	
12.0 Knows dangers in "the stranger"																	
13.0 Stays close to adults/group in public place																	
14.0 Knows full name, telephone number, address and parents' name																	
15.0 Knows role of policeman																	
16.0 Knows how to ask others to get help/policeman																	
17.0 Knows how to contact policeman																	
18.0 Knows community safety helpers and service they perform																	
Safety Signs																	
1.0 Recognizes and knows meaning of safety colors:																	
1.1 Red																	
1.2 Green																	
1.3 Yellow																	
2.0 Recognizes and knows meaning of words associated with safety colors:																	
2.1 Stop																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Safety Signs (continued)

2.2 Go

2.3 Caution

2.4 Walk

2.5 Don't Walk

2.6 Wait

3.0 Knows meaning of safety signs and symbols: in, out, exit-entrance, fire escape, up-down, on-off, hot-cold, open-closed, keep off-keep out, no trespassing, private, danger, poison, warning, wet paint

4.0 Pushes doors open with hands (pull)

5.0 Pulls doors open with fingers (push)

6.0 Locates appropriate restroom: toilet, restroom, bathroom, boys-girls, men-women, ladies-gentlemen

7.0 Knows own street and house number

8.0 Knows where to look for safety signs

9.0 Understands personal danger of disobeying signs: inflammable, watch your step, beware of dog, telephone, crosswalk, ped X-ING, RR X-ING, fallout shelter, bus stop, first aid, doctor-M.D.-physician symbols: ↑↓ ⇆ ☠

Fire - Home

1.0 Yells "Fire" to warn others in house

2.0 Leaves house quickly without stopping to take anything

3.0 Gets help from neighbor or other responsible person

4.0 Lies down

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Fire - Home (continued)																	
5.0 Rolls over																	
6.0 Bends over to walk																	
7.0 Pulls up dress or shirt to cover nose and mouth																	
8.0 Knows danger of playing with matches																	
9.0 Holds lighted match away from hair, face, clothing																	
10.0 Blows out match before it burns down to fingers																	
11.0 Blows out matches before discarding																	
Fire - School																	
1.0 Identifies fire alarm																	
2.0 Associates alarm with fire or fire drill																	
3.0 Responds to fire drill immediately																	
3.1 shuts windows																	
3.2 turns off lights																	
3.3 shuts doors																	
4.0 Lines up at FIRE ESCAPE door																	
5.0 Responds to following words:																	
5.1 fire drill																	
5.2 line up																	
5.3 leave room																	
5.4 walk																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																
Fire - School (continued)																
6.0 Knows fire escape route from room to safety																
7.0 Locates fire alarm, fire escape exit																
8.0 Identifies bell to signal the return to classroom																
First Aid: Cuts/Bleeding																
1.0 Recognizes when injury is severe																
2.0 Is able to gather material into a wad																
3.0 Applies pressure to wound with palm of hand																
4.0 Knows where to get help																
First Aid: minor cuts, scratches, splinters, animal and insect bites																
1.0 Recognizes when injury is minor																
2.0 Cleans injury thoroughly																
3.0 Understands why injury must be washed and covered																
4.0 Applies band-aid using following skills:																
4.1 tearing																
4.2 peeling																
4.3 Pressing																
5.0 Folds cloth or handkerchief to use as dressing																
6.0 Is able to cut																
7.0 Is able to tape																
8.0 Uses sterile needle to pick																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

First Aid: minor cuts, scratches, splinters, animal and insect bites (continued)	Date															
9.0 Uses tweezers to pull																
10.0 Is able to squeeze																
11.0 Identifies common animals and insects that might be a source of injury																
12.0 Changes band-aid or dressing when dirty																
13.0 Removes band-aid or dressing very carefully																
First Aid - Minor Burns																
1.0 Recognizes extent of burn																
2.0 Runs cold water over minor burn																
3.0 Makes and applies paste of baking soda and water																
4.0 Understands why blisters should not be broken																
5.0 Applies band-aid or sterile dressing																
First Aid - Nosebleed																
1.0 Sits quietly after bleeding has stopped																
2.0 Pinches nose lightly with thumb and finger																
3.0 Breathes through mouth																
4.0 Applies cold, wet towel over nose and face																
5.0 Knows where to get help																
Earthquake--Civil Defense																
1.0 Identifies alarm for earthquake																
2.0 Identifies alarm for civil defense																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Earthquake - Civil Defense (continued)

3.0 Associates shaking ground with earthquake

4.0 Associates bright flash of light with civil defense emergency

5.0 Takes cover under table away from windows at sound of alarm

6.0 Lies down away from buildings and trees if outside

7.0 Understands danger of breaking windows and/or falling buildings or trees

8.0 Lies down on side

9.0 Curls up

10.0 Covers head with arms and hands

11.0 Stays quiet until otherwise instructed

12.0 Responds to words: earthquake, bomb, duck, crawl under, lie down, curl up, cover head, don't move

13.0 Recognizes and can locate fallout shelter signs and shelter itself

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Vocabulary

Date																	
1.0 Selects a small item from a group of items																	
2.0 Selects a large item from a group of items																	
3.0 Selects a short member in the class, family																	
4.0 Selects a tall member in the class, family																	
5.0 Selects a big object from a group																	
6.0 Selects a little object in a group																	
7.0 Select the wide or narrow strip or paper, ribbon, etc.																	
8.0 Selects the long or short string, rope, etc.																	
9.0 Selects the smaller or larger object																	
10.0 Selects the item (paper - string) which is even or uneven																	
11.0 Selects the item (ribbon, cloth) which is longer or wider																	
12.0 Selects the taller or shorter person in the measuring of two people																	
13.0 Selects the group of objects with the most items																	
14.0 Selects a group with the least number of objects																	
15.0 Selects the biggest or largest in a group																	
16.0 Selects the shortest or smallest in a group																	
17.0 Selects the longest (rope, board) in a group																	
18.0 Selects the widest object in a group of items																	
19.0 Selects the tallest member in his family, classmates																	
20.0 Selects a group of objects as to quantity: more-less, many-few, one-more, nothing-something																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MATH CONCEPTS

Date																	Teacher's Remarks
roup of items																	
roup of items																	
class, family																	
class, family																	
roup																	
group																	
ip or paper, ribbon,																	
ing, rope, etc.																	
object																	
ring) which is even																	
oth) which is longer																	
r person in the meas-																	
with the most items																	
st number of objects																	
st in a group																	
lest in a group																	
oard) in a group																	
a group of items																	
n his family, class-																	
s to quantity: more- thing-something																	

erform

MEASURABLE PERFORMANCES

	Date															
Vocabulary (continued)																
21.0 Selects an empty or a full jar or can																
22.0 Selects the following from a group: pair, couple, fewer, most, several																
23.0 Gives all of the objects to another person																
24.0 Gives some or several of the objects to another person																
25.0 In comparing groups selects the group which is: the same as, as many as, as much as																
26.0 In comparing groups, selects the group which is: fewer than, less than, more than																
27.0 Selects the relative position in space: in front of-behind, first-last, middle-center, second-third, fourth-fifth, sexth-seventh, eighth-ninth, before-after, next-between, under-over																
28.0 Identifies and selects following relative locations: up-down, on-off, front-back, top-bottom, in-out, outside-inside, leftside-rightside, above-below, beneath-beside, over-under																
29.0 Identifies and selects the measurement in comparison as to: slow-fast, empty-full, heavy-light, near-far, thick-thin, cup-cupful, teaspoon-tablespoon, dozen, pint-quart, half gallon-gallon, ounce-pound, inch-foot-yard, degree																
30.0 Identifies and uses the following mathematical terms in solving problems: counts, counting together, how much, how many, add, take away, subtract, in all, whole-part, 1/2, 1/4, half																
Measurement - Linear																
1.0 Identifies a: ruler, yardstick, carpenter's square rule, tape measure																
2.0 Recognizes that the above measurement tools measure a flat surface																
3.0 Recognizes that a foot is 12 inches, a yard is 36 inches (or 3 feet)																
4.0 Uses the foot ruler to measure articles up to 12 inches																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Measurement - Linear (continued)																	
5.0 Uses the foot ruler to measure surfaces larger than 12 inches to determine the number of feet and inches																	
6.0 Uses the yardstick to measure surfaces less than 36"																	
7.0 Uses the yardstick to measure surfaces larger than 36" to determine the number of yards and inches																	
8.0 Uses the square to measure wood and draw a straight line																	
9.0 Uses the tape measure to measure height																	
10.0 Uses the tape measure to measure body proportions																	
11.0 Measure 1/2 inch, 1/4 inch, 1/8 inch, using the 12 inch ruler																	
Numerals																	
1.0 Counts orally to one																	
2.0 Shows one finger and selects one object (counts nose, mouth, head, back)																	
3.0 Counts orally two objects																	
4.0 Selects two objects from a group and counts them																	
5.0 Shows two fingers and counts them (eyes, hands, ears, legs)																	
6.0 Counts orally to three																	
7.0 Shows three fingers and counts them																	
8.0 Selects three objects from a group and counts them																	
9.0 Identifies the figure "1" with the oral counting of one																	
10.0 Identifies the figure "2" with oral counting of two																	
11.0 Identifies the figure "3" with oral counting of three																	
12.0 Counts orally four objects																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Numerals (continued)		Date																
13.0	Shows four fingers and counts them																	
14.0	Selects four objects in a group and counts them																	
15.0	Identifies the figure "4" with the oral counting																	
16.0	Counts orally to five																	
17.0	Shows one hand and counts the fingers on the hand																	
18.0	Selects five objects from a group																	
19.0	Identifies the figure "5" with the oral counting of five objects																	
20.0	Writes the figure "1" with the counting of one from top one down																	
21.0	Writes the figure "2" when counting two objects																	
22.0	Writes the figure "3" when counting three objects																	
23.0	Writes the figures "1", "2", "3" in sequence																	
24.0	Writes the figures "1", "2", "3" in sequence																	
25.0	Writes the figure "4" when counting four objects																	
26.0	Writes the figures "1", "2", "3", "4" in sequence																	
27.0	Writes the figures "1", "2", "3", "4" out of sequence																	
28.0	Writes "1", "2", "3", "4" upon request																	
29.0	Writes figure "5" when counting five objects																	
30.0	Writes the figures "1", "2", "3", "4", "5" in sequence																	
31.0	Writes the figures "1", "2", "3", "4", "5" out of sequence																	
32.0	Writes the figures "1", "2", "3", "4", "5" upon request																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Numerals (continued)	Date																
33.0 Tells which number comes after 2,4,5,1,3																	
34.0 Writes which number comes after 2,5,1,3,4																	
35.0 Tells which number means more: 1-5, 2-3, 4-2																	
36.0 Tells which number means less: 1-3, 5-4, etc.																	
37.0 Locates figures 1,2,3,4,5 on calendar, clock, book																	
38.0 Counts six objects																	
39.0 Selects 6 objects (napkins, etc.)																	
40.0 Identifies the figure "6" when counting six objects																	
41.0 Shows that "6" is one more than "5" (fingers, objects)																	
42.0 Writes the figure "6"																	
43.0 Writes the figure six when counting six objects																	
44.0 Counts orally to seven																	
45.0 Counts seven objects																	
46.0 Selects seven objects (crayons, candles, etc.)																	
47.0 Identifies the figure "7" with the word seven when counting																	
48.0 Writes the figure "7"																	
49.0 Writes the figure "7" when counting seven objects																	
50.0 Writes the figures "1" thru "7" in sequence																	
51.0 Locates the figures "6" and "7" on the calendar																	
52.0 Tells what numeral comes before "7"																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Numerals (continued)		Date																
53.0	Tells that "7" is one more than six																	
54.0	Shows and counts seven fingers																	
55.0	Counts orally to eight																	
56.0	Counts "8" objects																	
57.0	Selects "8" items from a group																	
58.0	Identifies the figure "8" with eight objects																	
59.0	Writes the figure "8"																	
60.0	Writes the figures in sequence from "1" to "8"																	
61.0	Writes the figures from "1" to "8" out of sequence																	
62.0	Shows and counts "8" fingers																	
63.0	Tells what number comes before "8"																	
64.0	Tells how many more "8" is the "7"																	
65.0	Counts orally to nine																	
66.0	Counts nine objects in a group																	
67.0	Selects nine objects from a group																	
68.0	Identifies the figure "9" with nine objects																	
69.0	Writes the figure "9"																	
70.0	Tells that "9" is one more than "8"																	
71.0	Counts all fingers, toes																	
72.0	Counts 10 objects in a group																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Numerals (continued)	Date																
73.0 Selects ten objects in a group																	
74.0 Identifies the figure "10" with ten objects																	
75.0 Writes the figure "10"																	
76.0 Tells which comes first (1-5), (8-10)																	
77.0 Writes numerals 1-10 out of sequence (row or column)																	
78.0 Writes numerals 1-10 in sequence (row or column)																	
79.0 Tells what number is missing in sequence pattern (1,2,3,--,5)																	
80.0 Tells the number which comes before "10"																	
81.0 Tells that "10" comes after nine																	
82.0 Shows that "10" is one more than "9"																	
83.0 Locates numbers from "1" to "10" on calendar, book																	
84.0 Identifies zero (0) "as not any" in counting																	
85.0 Identifies first, second, third, etc. rows																	
86.0 Selects a numeral which is larger than another number between 1-10																	
87.0 Selects the numeral which is the smallest in a group of numbers (3-6-4)																	
88.0 Adds "one more" to a group of objects (1-15) and counts orally																	
89.0 Writes the figures representing the counted objects in each group and writes the sum. 1 + (say "and") 2 = (say "are") 3																	
90.0 Identifies : ___+___=___ 1+1= 5+1= 4+1= 2+1= 1+2= 1+4= 3+1= 1+3= 1+5=																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date

Numerals (continued)

91.0 Adds "two more" to a group of objects counted orally

92.0 Writes the figures representing the counted objects in a group (1) and adds (+) two more and writes the sum (=) 3 (1+2=3)

93.0 Identifies: __+__=___
1+2= 4+2= 2+2= 2+5=
2+2= 5+2= 2+3=
3+2= 2+1= 2+4=

94.0 Adds "three more" to a group of objects counted and counts

95.0 Identifies: __+__=___
1+3= 4+3= 3+2= 3+5=
2+3= 5+3= 3+3=
3+3= 3+1= 3+4=

96.0 Adds "four more" to a group of objects (1-5) and counts orally

97.0 Writes the figures representing the counted objects in a group (1) and add (+) four more (4) and writes the sum (=) 1+4=5

98.0 Identifies:
1+4= 4+4= 4+2= 4+5=
2+4= 5+4= 4+3=
3+4= 4+1= 4+4=

99.0 Adds "five more" to a group of objects counted orally

100.0 Writes the figure representing the counted objects in a group (1) and adds (+) five more and writes the sum (=) (1+5=6)

101.0 Identifies: __+__=___
1+5= 4+5= 5+2= 5+5=
2+5= 5+5= 5+3=
3+5= 5+1= 5+4=

102.0 Identifies and matches the number words with the figures: one - 1, two - 2, three - 3, four - 4, five - 5, six - 6, seven - 7, eight - 8, nine - 9, ten - 10

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

		Date																
Numerals (continued)																		
103.0	Counts 10 counting sticks, straws, etc. into a group and puts a rubber band around them																	
104.0	Counts the groups of ten saying, 2 tens, 4 tens, etc.																	
105.0	Interprets and writes number problems: 3 boys and 2 girls are 3+2=5																	
106.0	Counts, interprets and writes number problems similar to 103, 104 and 105 for the following:																	
	11 - 20, 21 - 30, 31 - 40, 41 - 50, 51 - 60, 61 - 70, 71 - 80, 81 - 90, 91 - 100																	
Money																		
1.0	Identifies a penny																	
2.0	Calls a penny one cent or a penny																	
3.0	Recognizes the sign (¢) and calls it "cent"																	
4.0	Writes the cent "¢" sign																	
5.0	Identifies the nickel																	
6.0	Uses the term 5¢ or a nickel for a nickel																	
7.0	Counts pennies or finds a nickel for the following purchase costs: 1¢, 2¢, 3¢, 4¢, 5¢																	
8.0	Writes 1¢, 2¢, 3¢, 4¢, 5¢																	
9.0	Identifies a dime																	
10.0	Calls a dime 10¢ or a dime																	
11.0	Counts ten pennies for a dime or 10¢																	
12.0	Counts a nickel (5¢) and five pennies (6, 7, 8, 9, 10¢)																	
13.0	Writes 1¢, 2¢, 3¢, 4¢, 5¢, 6¢, 7¢, 8¢, 9¢, 10¢																	
14.0	Counts two nickels (5, 10¢)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Money (continued)	Date																
15.0 Counts one nickel and pennies for the following purchase costs: 6¢, 7¢, 8¢, 9¢																	
16.0 Counts one dime (10¢) and adds pennies for the following purchase costs: 11¢, 12¢, 13¢, 14¢, 15¢																	
17.0 Writes 11¢, 12¢, 13¢, 14¢, 15¢																	
18.0 Counts one dime and a nickel (10 - 15¢)																	
19.0 Counts three nickels (5, 10, 15¢)																	
20.0 Counts one dime (10¢), nickel (5¢), and adds pennies for the following purchase costs: 16¢, 17¢, 18¢, 19¢, 20¢																	
21.0 Writes 16¢, 17¢, 18¢, 19¢, 20¢																	
22.0 Counts one dime and two nickels (10 - 15 - 20¢)																	
23.0 Counts two dimes (10 - 20¢)																	
24.0 Counts two dimes (10 - 20) and add pennies for the following purchase costs: 21¢, 22¢, 23¢, 24¢, 25¢																	
25.0 Writes 21¢, 22¢, 23¢, 24¢, 25¢																	
26.0 Counts two dimes (10 - 20) and adds a nickel (25¢)																	
27.0 Identifies a quarter as 25¢																	
28.0 Counts 25 pennies as 25¢																	
29.0 Writes 1¢ thru 25¢																	
30.0 Counts five nickels 5, 10, 15, 20, 25¢																	
31.0 Writes 5, 10, 15, 20, 25																	
32.0 Counts a quarter (25¢) and adds pennies for the following purchase costs: 26¢, 27¢, 28¢, 29¢, 30¢																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Money (continued)		Date																
33.0	Writes 26¢, 27¢, 28¢, 29¢, 30¢																	
34.0	Counts a quarter (25¢) adds a nickel (30¢)																	
35.0	Counts three dimes (10, 20, 30¢)																	
36.0	Counts six nickels (5, 10, 15, 20, 25, 30¢)																	
37.0	Writes 5, 10, 15, 20, 25, 30¢																	
38.0	Counts nickels, dimes, quarters, for a value of 30¢ and adds pennies for the following purchase costs: 31¢, 32¢, 33¢, 34¢, 35¢																	
39.0	Writes 31¢, 32¢, 33¢, 34¢, 35¢																	
40.0	Counts nickels, dimes, quarters to purchase 35¢																	
41.0	Adds pennies to coins of 35¢ value to following purchase costs: 36¢, 37¢, 38¢, 39¢, 40¢																	
42.0	Writes 36¢, 37¢, 38¢, 39¢, 40¢																	
43.0	Counts four dimes (10, 20, 30, 40¢)																	
44.0	Writes 10, 20, 30, 40¢																	
45.0	Counts eight nickels 5, 10, 15, 20, 25, 30, 35, 40																	
46.0	Writes 5, 10, 15, 20, 25, 30, 35, 40																	
47.0	Counts a quarter (25¢) and adds combination of coins to monetary value of 40¢																	
48.0	Adds pennies to a monetary value of 40¢ coins to following purchase costs: 41¢, 42¢, 43¢, 44¢, 45¢																	
49.0	Writes 41¢, 42¢, 43¢, 44¢, 45¢																	
50.0	Uses nickels, dimes, and a quarter to value 45¢ and adds pennies for following purchase costs: 46¢, 47¢, 48¢, 49¢, 50¢																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Money (continued)		Date																
51.0	Writes 46¢, 47¢, 48¢, 49¢, 50¢																	
52.0	Identifies half dollar same as 50¢																	
53.0	Counts fifty pennies																	
54.0	Writes 1 thru 50																	
55.0	Counts five dimes, 10 - 20 - 30 - 40 - 50																	
56.0	Writes 10, 20, 30, 40, 50¢																	
57.0	Counts ten nickels 5, 10, 15, 20, 25, 30, 35, 40, 45, 50																	
58.0	Writes 5, 10, 15, 20, 25, 30, 35, 40, 45, 50																	
59.0	Counts two quarters as fifty cents (25 - 50¢)																	
60.0	Recognizes a half dollar as one-half as much as a dollar																	
61.0	Counts two half dollars for one dollar (50¢ - $1.00)																	
62.0	Counts four quarters for one dollar (25, 50, 75, $1.00)																	
63.0	Counts ten dimes (10, 20, 30, 40, 50, 60, 70, 80, 90, $1.00)																	
64.0	Writes 10, 20, 30, 40, 50, 60, 70, 80, 90, $1.00																	
65.0	Counts twenty nickels (5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, $1.00)																	
66.0	Counts 100 pennies same as one dollar ($1.00)																	
67.0	Identifies the ($) sign																	
68.0	Recognizes currency $1, $5, $10, $20																	
69.0	Writes the dollar sign "$"																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

		Date
Money (continued)		
70.0	Writes the number of dollars $1 - $2	
71.0	Puts a dot after the number of dollars and calls it the decimal point	
72.0	Identifies that the "decimal point" is referred to as "and" in reading dollars and cents	
73.0	Recognizes that the two figures following the decimal point in writing dollars and cents represents "cents"	
74.0	Reads prices with dollar sign -- $1.29	
75.0	Reads prices using only figures 1 - 9 as cents ($.05, $6.07)	
76.0	Writes figures denoting prices: $ 8.98 $ 64.13 $459.49	
Calendar/Time		
1.0	Recognizes that the calendar measures the time of year, month, date, and day	
2.0	Identifies the days of the week	
3.0	Reads the days of the week	
4.0	Recognizes Sunday as the first day of the week	
5.0	Reads the numbers on the calendar	
6.0	Reads the year on the calendar	
7.0	Recognizes the twelve months in the year	
8.0	Reads the names of the months	
9.0	Identifies the abbreviation for the names of the months	
10.0	Writes the names of the months	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Calendar/Time																	
11.0 Writes the abbreviations for the names of the months																	
12.0 Counts the first, second, etc. month of the year																	
13.0 Locates the holidays and special days on the calendar																	
14.0 Locates and gives the date for tomorrow																	
15.0 Locates and gives yesterday's date																	
16.0 Makes a calendar for each month																	
Clock/Time																	
1.0 Recognizes that a clock has a face and two hands																	
2.0 Recognizes the long hand of the clock																	
3.0 Recognizes that the long hand is also known as the minute hand																	
4.0 Recognizes the short hand of the clock																	
5.0 Recognizes the short hand of the clock as the hour hand																	
6.0 Reads the numbers on the face of the clock																	
7.0 Identifies that the figure "12" is at the top of the clock																	
8.0 Tells the hour when the clock points at twelve and 1,2,3,4,5,6,7,8,9,10,11,12																	
9.0 Reads the following time, and places the hands of the clock at the correct time: 1:00, 2:00, 3:00, 4:00, 5:00, 6:00, 7:00, 8:00, 9:00, 10:00, 11:00, 12:00																	
10.0 Recognizes that both hands of the clock move at the same time, but the big hand moves faster																	
11.0 Counts the minutes from 12 to 1 (1, 2, 3, 4, 5)																	
12.0 Reads 5 minutes after the hour																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Clock/Time	Date															
13.0 Counts the minutes from 12 to 2 (1,2,3,4,5,6,7,8,9,10)																
14.0 Reads 10 minutes after the hour																
15.0 Counts the minutes from 12 to 3 (1,2,3,4,5,6,7,8,9,10,11,12,13,14,15)																
16.0 Reads 15 minutes after the hour																
17.0 Counts the minutes from 12 to 4 (1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20)																
18.0 Reads 20 minutes after the hour																
19.0 Counts the minutes between 12 and 5 (1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25)																
20.0 Reads 25 minutes after the hour																
21.0 Counts the minutes between 12 and 6 (1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30)																
22.0 Reads 30 minutes after the hour																
23.0 Recognizes that from 12 to 6 the minute hand is half way around the clock--and the hour hand is half way between numbers																
24.0 Identifies the term as "half past" an hour is the same as 30 minutes after the hour																
25.0 Reads time denoting half past or 30 minutes after the hour: 6:30 10:30																
26.0 Reads the time and places the hands at the proper place: 12:00, 2:15, 3:25, 4:30, 5:10, 9:20, etc.																
27.0 Recognizes that there are five minutes between each number on the clock																
28.0 Counts the minutes around the entire face of the clock by fives: 5,10,15,20,25,30,35,40,45,50,55,60																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Clock/Time (continued)																	
29.0 Recognizes that there are 60 minutes in an hour																	
30.0 Tells the time: 2:35, 4:45, 9:55, etc.																	
31.0 Reads the time and places the hands of the clock at the proper place (1:45, etc.)																	
32.0 Recognizes that we can say that it is (number of minutes) "before" or "till" the next hour																	
33.0 Counts (counter clockwise) from 12 - 11, etc., to 6 as 30 minutes till the hour																	
34.0 Reads the time as 20 till 4 etc.																	
35.0 Recognizes that the clock can be divided into "four parts" or a "quarter"																	
36.0 Identifies "quarter" (15 minutes) after the hour																	
37.0 Identifies "quarter" (15 minutes) till the hour																	
38.0 Recognizes the time of the day for various activities (lunch time, bed time, school time, etc.)																	
Measurement/Liquid or Dry																	
1.0 Identifies a measuring cup																	
2.0 Recognizes 1, 3/4, 1/2, 1/3, 1/4 markings on measuring cup																	
3.0 Measures dry or liquid ingredients in a measuring cup of: 1 cup, 1/2 cup, 3/4 cup, 1/3 cup, 1/4 cup																	
4.0 Identifies a pint jar																	
5.0 Recognizes that 2 cups are the same as 1 pint																	
6.0 Identifies a quart jar																	
7.0 Recognizes that 2 pints are the same as one quart																	
8.0 Measures one quart of liquid by using one pint jar																	
9.0 Recognizes that four cups of liquid or dry ingredient will measure one quart																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Measurement/Liquid or Dry	Date																
10.0 Identifies a half gallon jar																	
11.0 Recognizes that 2 quarts of liquid or dry ingredients will measure 1/2 gallon																	
12.0 Identifies a gallon jar																	
13.0 Recognizes that four quarts of liquid or dry ingredients is the same as one gallon																	
14.0 Recognizes articles which are bought in: pints, quarts, half gallons, gallons																	
15.0 Identifies measuring spoons, tablespoon, teaspoon, 1/2 teaspoon, 1/4 teaspoon																	
16.0 Uses measuring spoons to measure liquid or dry ingredients: 1 tablespoon, 1 teaspoon, 1/2 teaspoon, 1/4 teaspoon																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

(89)

MEASURABLE PERFORMANCES

Date																	
Rolling																	
1.0 Rolls to right																	
2.0 Rolls to left																	
3.0 Rolls over backward																	
4.0 Rolls over frontward																	
5.0 Tucks chin to chest																	
6.0 Rolls in straight line (no matter whether to side, front or back)																	
7.0 Uses body weight to give momentum																	
8.0 Uses hands for thrust and balance																	
9.0 Uses feet for thrust																	
10.0 Ends at original position																	
11.0 Maintains good balance																	
12.0 Rolls in fluid flowing manner																	
Sitting																	
1.0 Equalizes weight over chair																	
2.0 Holds body erect																	
3.0 Places feet on floor																	
4.0 Maintains good balance																	
5.0 Looks comfortable and at ease																	
6.0 Keeps head centered																	
7.0 Holds arms at ease																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

PHYSICAL EDUCATION
AND RECREATION

Date																	Teacher's Remarks
tter whether to side,																	
ntum																	
ance																	
r																	

Perform

MEASURABLE PERFORMANCES

Date																	
Sitting (continued)																	
8.0 Keeps legs together or slightly crossed (girls)																	
Crawling																	
1.0 Uses all four limbs																	
2.0 Alternates arm and leg movement																	
3.0 Crawls slow with four point touch																	
4.0 Crawls fast with two point touch																	
5.0 Keeps back level																	
6.0 Points hands forward																	
7.0 Moves forward in straight line																	
8.0 Movement flows easily (not jerky)																	
Standing																	
1.0 Aligns body parts with each other																	
2.0 Keeps feet parallel																	
3.0 Holds head center, balanced, and facing forward																	
4.0 Distributes weight evenly on both feet																	
5.0 Keeps knees easy and relaxed but not bent																	
6.0 Keeps chest up																	
7.0 Keeps seat in																	
8.0 Keeps arms at side, relaxed																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Walking																	
1.0 Has arm and leg opposition																	
2.0 Transfers body weight																	
3.0 Swings leg and body forward																	
4.0 Straightens supporting leg																	
5.0 Touches heel on ground first																	
6.0 Keeps body erect																	
7.0 Faces forward																	
8.0 Walks in straight line																	
Running																	
1.0 Leans body forward while in motion																	
2.0 Has both feet off ground in mid stride																	
3.0 Touches ball of foot to ground first																	
4.0 Rotates arms forward with elbows flexed																	
5.0 Moves both legs equally																	
6.0 Moves both arms equally																	
7.0 Has rhythm in movements																	
Gallop																	
1.0 Gallops using right foot as lead																	
2.0 Gallops using left foot as lead																	
3.0 Uses same lead leg unless told to change																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date															
Gallop (continued)																
4.0 Moves in straight forward line																
5.0 Gallops following a pattern (i.e. - circle)																
6.0 Balances self with arms																
7.0 Movement flows easily (not jerky)																
Jumping																
1.0 Bends legs at knees																
2.0 Swings arms up as legs extend																
3.0 Uses both legs equally																
4.0 Lands on both feet, does one-foot take off (right), does one-foot take off (left)																
5.0 Jumps in place																
6.0 Brings arms down on landing																
Skipping																
1.0 Combines step - hop motion																
2.0 Alternates feet																
3.0 Moves arms and legs in opposition																
4.0 Moves in straight line forward																
5.0 Maintains balance																
6.0 Movement flows easily (not jerky)																
Climbing																
1.0 Uses all four limbs																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Climbing (continued)																	
2.0 Alternates arms and legs																	
3.0 Places one foot or hand on rung at time																	
4.0 Uses opposite arm and leg movements																	
5.0 Pulls with arms																	
6.0 Pushes with legs																	
7.0 Climbs up																	
8.0 Climbs down																	
9.0 Climbs in straight line																	
10.0 Keeps body straight and looking forward at all times																	
11.0 Movement flows easily (not jerky)																	
Sliding																	
1.0 Slides to right																	
2.0 Slides to left																	
3.0 Maintains good body position																	
4.0 Has sliding movement (not just side step)																	
5.0 Slides in straight line																	
6.0 Slides in desired pattern (i.e. - circle)																	
7.0 Balances with arms																	
Pushing																	
1.0 Extends arms																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date																
Pushing (continued)																	
2.0 Uses legs for power																	
3.0 Moves in direction of goal																	
4.0 Stays in contact with object																	
5.0 Applies force evenly																	
6.0 Pushes with both hands																	
7.0 Pushes with right hand																	
8.0 Pushes with left hand																	
9.0 Maintains balance																	
Pulling																	
1.0 Bends arms																	
2.0 Moves in direction of goal																	
3.0 Pulls with both hands																	
4.0 Pulls with right hand																	
5.0 Pulls with left hand																	
6.0 Stays in contact with object																	
7.0 Maintains continuous motion																	
8.0 Brings object toward self																	
9.0 Uses body weight for power																	
Carrying																	
1.0 Carries light objects																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

	Date															
Carrying (continued)																
2.0 Carries heavy objects																
3.0 Keeps heavy objects close to body																
4.0 Uses body weight																
5.0 Uses proper grip for good support																
6.0 Knows when an object is too heavy to lift																
7.0 Moves in straight line																
8.0 Maintains good body position																
Kicking																
1.0 Swings leg from hip																
2.0 Balances with arms																
3.0 Kicks object forward																
4.0 Kicks stationary object																
5.0 Kicks moving object																
6.0 Takes a backswing with kicking leg																
7.0 Kicks with right leg																
8.0 Kicks with left leg																
9.0 Holds and drop kicks a ball																
10.0 Kicks with fluid constant motion																
Throwing																
1.0 Throws underhand																

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Throwing (continued)																	
2.0 Throws overhand																	
3.0 Uses swinging motion for underhand throw																	
4.0 Uses pushing motion for overhand throw																	
5.0 Extends arm on overhand throw (follow through - crosses chest)																	
6.0 Throws with left arm overhand																	
7.0 Throws with right arm overhand																	
8.0 Throws with left arm underhand																	
9.0 Throws with right arm underhand																	
10.0 Uses body for distance																	
11.0 Controls object being thrown																	
12.0 Throws in forward relatively straight line																	
Hitting - Volleyball																	
1.0 Holds ball properly for serve																	
2.0 Uses proper back swing																	
3.0 Contacts ball firmly																	
4.0 Uses proper follow through																	
5.0 Serves ball over net																	
6.0 Serves ball within proper boundaries on opposite side of net																	
7.0 Uses both hands equally in volley																	
8.0 Uses finger tips for over head volley shots																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Date																	
Hitting - Volleyball (continued)																	
9.0 Bends knees to lessen impact																	
10.0 Closes hands for below the waist shots																	
11.0 Maintains good body balance																	
12.0 Uses body along with arms to block serve																	
Hitting (Baseball Bat)																	
1.0 Shifts weight in direction of goal																	
2.0 Holds bat with proper grip																	
3.0 Swings bat properly and keeps it level																	
4.0 Uses a back swing																	
5.0 Uses a follow through																	
6.0 Keeps from hitting a high ball																	
7.0 Keeps from hitting a low ball																	
8.0 Sets bat back down properly (no throwing)																	
9.0 Hits left handed																	
10.0 Hits right handed																	
Catching																	
1.0 Catches with both hands																	
2.0 Catches with right hand																	
3.0 Catches with left hand																	
4.0 Controls object caught																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

Catching (continued)

Date																	
5.0 Bends arms to lessen impact																	
6.0 Opens hands to catch																	
7.0 Turns body toward thrower																	
8.0 Catches over head																	
9.0 Catches below waist																	
10.0 Catches softball or baseball using clamp method																	
11.0 Catches with ease																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

In The School	Date of Completion																
1.0 Sharing																	
1.1 Sandbox space																	
1.2 Items brought from home																	
1.3 Accepts individuals with handicaps																	
1.4 Help a classmate with clothing																	
1.5 Help solve puzzles																	
1.6 When passing items or sharing says "for you," "would you like"																	
2.0 Taking turns																	
2.1 Being leader																	
2.2 Getting a drink																	
2.3 Playing with toys																	
2.4 Washing hands																	
2.5 Feeding pets																	
2.6 Turning off lights																	
2.7 Cleaning tables																	
2.8 Being Good Grooming Monitor																	
2.9 Flip flash cards																	
2.10 Pass out materials																	
2.11 Collect materials																	
2.12 Use self-control when others are talking																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

SOCIAL COMPETENCY

	Date of Completion																Teacher's Remarks
handicaps																	
othing																	
aring says "for you,'																	
tor																	
hers are talking																	

form

MEASURABLE PERFORMANCES

In The School (continued)	Date of Completion																
3.0 Cooperation																	
3.1 Play with duplicate or similar toys																	
3.2 Keep toys or blocks in prescribed areas																	
3.3 Joins in cleanup activities																	
3.4 Respects the rights of others																	
3.5 Group games																	
3.6 Hangs up clothing																	
3.7 Cleans up eating area																	
3.8 Participates in dancing																	
3.9 Group leader																	
3.10 Follower																	
3.11 Accepts responsibility for his behavior																	
3.12 Hold another child's hand																	
3.13 Apologizes when necessary																	
4.0 Good Grooming, eating habits, manners																	
4.1 Uses full length mirror several times a day																	
4.2 Checks that face is clean																	
4.3 Hair combed																	
4.4 Clothigg buttoned																	
4.5 Shoes tied																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

In The School (continued)

		Date of Completion																
4.6	Washes hands before and after meals																	
4.7	Proper eating habits																	
4.8	Sit-up straight																	
4.9	Uses napkin properly																	
4.10	Uses spoon and fork																	
4.11	Tries everything on plate																	
4.12	Takes small bites																	
4.13	Eats dessert last																	
4.14	Starts eating only when everyone has been served																	
4.15	Says "thank you," "please," "your welcome," "no thank you."																	
4.16	Do not walk between people who are talking																	
5.0	Awareness of Authority Figures																	
5.1	Teacher																	
5.2	Teacher aide or substitute																	
5.3	Bus driver																	
5.4	Parents																	
5.5	Principal																	
5.6	Custodian																	
5.7	Form in line for recess																	
5.8	Following directions on signs (practice in room)																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

In The School (continued)	Date of Completion																
5.8.1 Enter																	
5.8.2 Exit																	
5.8.3 Walk																	
5.8.4 Don't Walk																	
5.8.5 Men																	
5.8.6 Women																	
5.9 Obeys rules, laws																	
5.9.1 Appreciates need for authority																	
5.9.2 Disregards rules																	
6.0 Values																	
6.1 Recognizes socially acceptable behavior																	
6.2 Can chose socially acceptable behavior																	
7.0 Responsibility																	
7.1 Treats property of others respectfully																	
7.2 Responds positively when asked to do something																	
7.3 Volunteers for tasks																	
7.4 Completes assigned tasks																	
7.5 Performs undesirable tasks																	
7.6 Follows rules for group games (dodge ball, circle games, jump rope)																	
7.7 Follows rules for table games																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

In The School (continued)	Date of Completion																
7.7.1 Cards																	
7.7.2 Checkers																	
7.7.3 Board games																	
8.0 Verbalization																	
8.1 Says "good morning"																	
8.2 Says "good night"																	
8.3 Says "excuse me" when interrupting																	
8.4 "Thank you"																	
8.5 "You're welcome"																	
8.6 "Please"																	
9.0 Raises hand to ask questions																	
10.0 Holds door for others																	
11.0 Accepts changes in routine																	
In The Home																	
1.0 Awareness of family membership																	
1.1 Family role playing in helping each other																	
1.2 Bring family photographs to school																	
1.3 Identify parents and siblings on photograph																	
1.4 Role play helping "mother" clean house																	
2.0 Practice daily activities																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES	Date of Completion																
In The Home (continued)																	
2.1 Going to bathroom																	
2.2 Fastening clothing																	
3.0 Accepts help from another child or adult																	
3.1 Putting on coat, sweater, jacket, etc.																	
3.2 Folding sleeping mat, blanket, etc.																	
3.3 Learn to seek help when he is hurt																	
4.0 Functions as a family member																	
5.0 Responsibility																	
5.1 Turns heat or stove off or on																	
5.2 Plays with matches																	
5.3 Breaks objects																	
5.4 Conforms to rules followed by family																	
5.5 Accepts legitimate blame																	
5.6 Blames other for misdeeds																	
6.0 Parental requests obeyed graciously																	
7.0 When parent is busy, child will not interrupt them																	
8.0 Good table manners																	
9.0 Accepts changes in routine																	
In The Community																	
1.0 To become aware of the neighborhood																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

In The Community (continued)	Date of Completion																
1.1 Walk around school																	
1.2 Walk around neighborhood																	
1.2.1 Stay in own yard																	
1.2.2 Never go into a neighbor's yard																	
1.2.3 Play away from streets and cars																	
1.2.4 Obey parents rules																	
1.3 Help set up cut outs of a neighborhood																	
2.0 Community Structure (use pictures)																	
2.1 Identify churches																	
2.2 Identify schools																	
2.3 Identify parks																	
2.4 Identify swimming pools																	
2.5 Identify gas station																	
2.6 Identify market																	
3.0 Responsibility																	
3.1 Kind to animals																	
3.2 Observes property rights of others																	
4.0 Knock before entering a house																	
5.0 Wait your turn in line																	
5.1 Theater																	

Coding: C - Can Perform
R - Recycle - Unable to Perform

MEASURABLE PERFORMANCES

In The Community (continued)	Date of Completion																
5.2 Check-out stand at a store																	
5.3 Swimming pool																	
5.4 Getting on a bus																	
6.0 Self-control in a crowd																	
6.1 Does not push others																	
6.2 Obeys adults																	
6.3 Does not run																	
7.0 Picks up rubbish and deposits same in proper containers																	
8.0 Holds door for others																	

Coding: C - Can Perform
R - Recycle - Unable to Perform